

VOLUME VII:
ENTER NEW PERILS

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BEING A SUPPLEMENT FOR
WARHAMMER FANTASY ROLEPLAY,
THIRD EDITION



LIBER FANATICA VOLUME 7:
ENTER NEW PERILS
BEING A SUPPLEMENT
FOR
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THIRD EDITION



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LIBER FANATICA 7

December 2010

Welcome to Liber Fanatica Issue #7. It is the first issue dedicated to the third edition of Warhammer Fantasy Roleplay. It contains miscellanea of articles related to a Reikland theme. We hope you enjoy them and find them useful in your games.

~ Jay Hafner, Lead Developer for Issue #7

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Web-enhancements, original WFRP 3rd edition cards, and additional downloads may be found on the Liber Fanatica website: LiberFanatica.net



REIKLAND REVOLUTIONARIES

By Joseph Ewens

HERETIC'S REVENGE

Anselm stretched his lips into a rictus grin as the last of the heretics collapsed at his feet. The man was bleeding badly from a gaping abdominal wound when Anselm stooped down, resting one knee on his neck. He increased the pressure on his victim's windpipe, watching with glee as the man's eyes widened. The Witch Hunter stared directly into the bulging sockets as the last wisps of his existence faded away.

Rising to his feet, Anselm surveyed the carnage. The carcasses of six local labourers lay strewn across the tavern floor and, here and there, disembodied limbs were draped over upturned barstools. One was still grasping a full tankard of ale. Anselm grabbed the dripping arm and swigged from the cup, not bothering to remove it from the dead man's fist.

He thanked his god for leading him here. Just last night he had seen a vision of Sigmar, warning him of the Slaaneshi cult that made its home in Herr Werger's tavern. That the now deceased landlord had previously refused Anselm board on account of his "evil eyes" was nothing more than a providential coincidence. Draining the last dregs from the tankard, he tossed it aside and turned to leave the bloodstained inn.

Standing in the doorway was a young man dressed in brown rags, flanked by a pair of burly roughs. Behind them, Anselm could just make out a gaggle of villagers grasping pitchforks and burning torches. The intense youth in the doorway opened his mouth to speak. "In the name of Sigmar and his people, the Anti Witch Hunter People's Liberation Front has come to put an end to your campaign of terror!" Anselm let out an instinctive giggle and loosened his blade in its scabbard. He had heard tell of this heretical group, hell bent on destroying those pious souls who help purge agents of Chaos from the Reikland. He had thought them nothing more than a myth, concocted by heretics to scare away weak willed witch hunters.

Drawing his sword with a flourish he offered up a final prayer to Sigmar, and charged.

INTRO

In a land as grim and diverse as the Old World, there are bound to be those who disagree with the political establishment. These people often seek out those with similar ideologies, forming organisations that fight, by means foul or fair, to change the power-structure of the Empire. Causes range from the absurd to the worthy and whether motivated by empathy, greed, or Chaos, these disparate insurrectionists have the potential to test the strength of the Reikland's ruling classes.



THE ANTI WITCH HUNTER PEOPLE'S LIBERATION FRONT

Seeing just the brim of a Witch Hunter's hat is enough to send most Reikland citizens into a gibbering stupor. If there's a member of The Front that can do the same for the Templars, it's Henning Bäcker. Rumoured to be as insane as the most crazed Witch Hunter, he is famous for his ability to whip a crowd of feet-shuffling labourers into a frothing frenzy in double-quick time.

Henning shares more than a few traits with the religious enforcers he vilifies, although no one who valued their limbs would say so to his face. His passion derives from an extreme devotion to Sigmar and, like the Templars, he expresses his faith through fear and violence.

Bäcker also values the power of gruesome pantomime. Witch Hunter's unlucky or idiotic enough to be captured by his rabble are commonly subjected to the same tortures they inflict upon heretics. The sight of a bloodied and beaten Witch Hunter squirming inside a whirligig or being hung, drawn, and quartered in the village square sends out a powerful message to their kindred all across the province.

These brave (or foolhardy) peasants are virulently opposed to the zealous methods employed by the Empire's officially sanctioned Witch Hunters. Individually they are fairly harmless and are often forced into hiding by the approach of the Inquisition, but when banded together they become a dangerous opponent. Roving bands of "Human Rights Enforcers" patrol the villages of the Reikland, seeking out Witch Hunters with a reputation for cruelty. Any Templars with *The Front* on their trail run a real risk of death and dismemberment. Less zealous Witch Hunters will often retreat into hiding before the hit squad can catch up with them.

For a group composed of nothing more than angry farmers and village landlords, *The Front* are surprisingly effective. Members are often suspiciously well armed and their mobs often feature martially trained bodyguards in ill-fitting rural outfits. This has prompted some leading members of the Temple of Sigmar to suggest that they are bankrolled by the cult's political opponents. Naturally, these claims go hand in hand with allegations of Chaos worship.

FOR PLAYERS

For anyone who has chosen the Witch Hunter career path, the dangers of the *Front* are plain. As noble as their core virtues may be, many of the group's more zealous members will not hesitate to rain violence down upon any Witch Hunter, if he thinks he can get away with it.

The Front are not open about their operations and, as such, it's very difficult for a Witch Hunter to anticipate plans being made against his person. Are those twitching curtains and dirty glances the normal reaction to a Witch Hunter's presence or the sign of an impending lynching? With the average Witch Hunter's predilection for mental instability, it's not unlikely that the player will see a great network of spies and plotters closing in around him where there is nothing more than a gaggle of petrified commoners.

FOR GMS

If you have a Witch Hunter in your party, particularly one who is keen on flaunting his power, *The Front*

provide an excellent way of bringing him back down to earth. The threat is particularly great in rural areas, far from the nearest Temple of Sigmar. The simple folk of the Reikland's villages and hamlets can be easily roused by a charismatic member of *The Front*. A Witch Hunter openly declaring himself in these isolated areas should be careful that a mob of angry farmers don't appear on his doorstep, pitchforks and scythes at the ready. Naturally, any characters seen alongside the Witch Hunter will be considered accomplices and equally worthy of destruction.

The Front are an autonomous and loosely organized group, but many of their most popular members are in the pocket of the Temple of Sigmar's enemies. Be they political or Chaotic, the supply of arms and mercenaries to discreetly bolster the ranks of a raging mob is commonplace. A party sans Witch Hunter might be employed by any of these groups to assist *The Front* on one of their attacks. The real agenda of their employers could well provide fertile ground for investigation.

ADVENTURE HOOKS

A shadowy figure in an abandoned tavern on the road to Bögenhafen is offering a heavy looking bag of gold for your assistance in rounding up and dispatching the infamous Witch Hunter, Xerxes Tramer. It seems unlikely that this hooded creature is an altruist, looking out for the well-being of his fellow Reiklander, so what are his true motives? By accepting his offer, will you become embroiled in a plot you would far sooner have avoided?

The word swirling around the village of Gollitsch is that the local lord's son has been branded a Witch Hunter. A contingent of armed peasants from *The Anti-Witch Hunter People's Liberation Front* are on their way here, intent on capturing the innocent dandy.

THE REPUBLICANS

The Republican Manifesto - Found nailed to the door of the Ubersreik tax office

A spectre is haunting the Empire - the spectre of the Republican. These fine citizens of the Reikland are vilified by the corpulent puppet masters who clutch power to their greedy chests like so much dripping

meat. The Republicans are feared by the elite because they stand up for the rights of their fellow man. Stand up, to be counted!

There is a rotten injustice festering at the core of this great civilisation. For too long, the Emperor has been chosen by a tiny group of privileged Elector Counts. We believe that all men of suitable intellect should be apportioned a say in who rules them.

"Liberty, my brothers. Liberty!"

That is the carrion cry of the Republican. To redistribute elective power in way that is fair and just for all men of noble birth. To emancipate all those who have laboured so long in the shadows of a morally destitute system. Individually we are no more effective than a squawking heron, but together we are a mighty stag, breaking down the doors of the Imperial Palace to demand that we be set free from oppression.

The Republicans

Perhaps the largest and most vocal revolutionary group, supporters can often be found on street corners decrying the corrupt political system which installs the Emperor or handing out pamphlets that encourage the literate to attend regular meetings. The fraternity is very popular among the liberal landed gentry, gaining more and more support the further removed a family is from the local Elector Count.

The Republicans believe that any ruler of the Empire should be instated by a vote of the entire upper classes, rather than an exclusive cabal. Some fringe members are even mad enough to suggest that the fetid general populace should have a say in who rules them.

Many in the Imperial Palace actively encourage the local watch to break up lectures and meetings, but are stopped short of wholly eradicating the movement. Empowerment is an alluring prize and there are many important figures who support the *Republican's* struggle.

FOR PLAYERS

If you've picked the Agitator career as a Reiklander, there's a decent chance that you'll be a member of *The Republicans*. If you belong to a minor noble family, this is the dissident cause with which you'll feel most the closest affinity. Whether you are open or guarded about your political affiliations is up to you and both options have their benefits. Speechmakers and polemicists who promote the Republican Manifesto are tolerated in most of the Reikland's cities and an open Republican may even curry favour with some small noble houses if he's spotted passionately decrying the power of the Elector Counts.

Altdorf is the exception. In the grimier parts of the city, you can get away with almost anything, but the more gentrified areas are staunchly dedicated to the Karl Franz. Anyone found preaching the Republican message is likely to spend a night in the cells. Republicans do exist beneath the surface in these districts and many of the most radical members of the group can be found here. Their extreme ideals are fostered by a culture of oppression.

FOR GMs

Most of *The Republicans* are idealistic young nobles with more money than sense and no real desire to swim in the murky waters of political reform. On the other hand, they have no compunction about paying a group of rag-tag adventurers to do their dirty work for them. Most of the jobs will be of a delicate political nature. Perhaps the Elector Count from a neighbouring province is visiting for a Reikland Ball and he, or his host, need to have their reputations tarnished or an important strategic meeting requires protection from the prying eyes of the town watch.

Of course, the group has its more militant sects, who prefer to affect change through force rather than subtle political subterfuge. These men and women are typically wanted criminals, with large bounties on their heads. Nothing worries those in command like a meaningful challenge to their power and many of the more dangerous *Republicans* have charges brought against them that seem to vastly outweigh any crimes they might have committed.

ADVENTURE HOOKS

Rakish noblemen Willy and Fester Lowe are planning a daring raid on the Ubersreik Brewery. The usefulness of this attack to the Republican cause seems dubious, but the brothers insist that it will be a dagger blow to the heart of the Imperial power structure.

The corpses of three Altdorf Watch Captains been fished out of the Reik, downstream from some of the finest noble quarters. Suspected Republican sympathisers were accused, but they are now pointing the finger at the party, who had been falsely employed on some spurious mission by the guilty nobles at the time of the murders.

REIKLAND HOUSEWIVES FOR THE INCREASED PUNISHMENT OF UNRULY YOUTHS

An excerpt from the letter written by Mrs. Elga Güttnensnap to Watch Captain Kramer:

...and furthermore, Mr. So-Called Watch Captain (although the day you keep your drunken eyes open for more than 10 minutes will be the day the Reik freezes over), I have seen, time and time again, youths cavorting down the lane with not a thought in their idle heads for the private property of gods-fearing, tax paying citizens.

I, for one, am sick of it. It's about time those ingrates were punished for their reckless behaviour. I know Mrs. Thurston says that a good day's work will set them straight, but I think the problems go deeper. These are issues that can only be resolved with a good thrashing. Beat the evil out of them, that's what I say. Truss them up like pheasants and have at them Captain! Lift your flabby bulk out of that chair and round up the unruly juveniles that plague this city.

Have you seen my petunias, Captain? Have you!? They won't recover before next season, not a chance. The whole ambience of the garden is ruined. Trampled by uncouth yobs who care for nothing but their own revelry. Why, only yesterday, Mrs. Thurston and I were saying...

This alarmingly popular group of annoyed mothers came into existence when a letter of complaint, written by a Mrs. Elga Güttnensnap, was accidentally published by the Altdorf Press. This lady of minor standing had become exceptionally perturbed by the behaviour of a gang of rascallions who, in a drunken stupor, trampled her lovingly cultivated petunias. Despite the genteel tone of her lengthy letter, Mrs. Güttnensnap advocated a draconian clamp down on any "wayward ruffians" caught in the midst of mischief. Along with an 8 o'clock curfew, the lady proposed a course of public flogging for impoliteness and branding on the posterior as punishment for horticultural desecration.

Housewives from all across the Reikland appear to support Mrs. Güttnensnap's recommendations and quickly organised themselves into a fully fledged society. Hordes of clucking housewives file into town halls every week to discuss the latest affronts to common decency and effective methods for disciplining offspring. Their ranks have swelled extremely quickly and many of the province's female residents now wear the blue armband of solidarity.

FOR PLAYERS

Everyone has a mother and if she's a member of the *Housewives*, Sigmar help you. The son or daughter who spends their time adventuring with a band of scruffy accomplices is unlikely to be well thought of in housewife circles. Expect to be harangued at every corner by the wagging tongues of the local gossip circle. If you spot a telltale blue armband snapped tightly over a rough brown tunic, steer well clear. Upstanding busybodies won't hesitate to point you out to the local watch captain, who knows better than resist the commands of the *Housewives*. If you're extremely unlucky, the watch captain's wife will be a member. If you're actually innocent of all crimes, he'll likely just fling you into the cells overnight, with a short beating for good measure.

If you are a member of the watch in a densely populated areas like Altdorf and Ubersreik, the *Housewives* could be the bane of your existence or a valuable crime-fighting tool. News spreads extremely quickly through the gossip network and righteous *Housewives* are all too keen to point you in the direction of any evildoers who bring the community into disrepute.

FOR GMs

It's exceptionally easy to underestimate a small gathering of chatty housewives, but players do so at their peril. It's unlikely that upsetting this polite mob will result in mortal danger, but there are few enemies able to cause greater annoyance. If the party come to be seen as "unruly youths", expect shopkeepers to hike up prices or refuse to serve them outright. Hell hath no fury like a woman scorned and a small group of gossipy do-gooders can quickly unite an entire city district against the party.

Conversely, if the players are seen to be acting in defence of morality and good manners, they are likely to find favour among the *Housewives*. The occasional discount may be offered and a hiding place provided to "nice young men and women" unreasonably pursued by nefarious people who mean them no good.

ADVENTURE HOOKS

The Ubersreik watch captain is at his wit's end. He can't step out of his barracks without one or more portly ladies hitching up their skirts and running in his direction with fingers wagging. The *Housewives* are up in arms about a mysterious assailant who targets local pets and leaves their dismembered corpses in the street. The victims show evidence of claw marks, but the *Housewives* are convinced that "unruly youths" are to blame.

The Erntzeit feast is mere days away and the gentlewomen of Altdorf are lost in a blur of cake flour and jam. Spits sputter beneath thatched roofs and the smell of rich game hangs heavy in the air. But all is not well. An emergency meeting of the *Housewives* inner circle has convened to discuss news that rival city mobs plan to use the Erntzeit festival as the launching pad for gang warfare. This would throw the entire event into chaos, spoiling the hearty fare that the *Housewives* have spent hours preparing. Any unpleasantness **must** be kept away from the dinner table.



THE WORKMAN'S POT

The Dockers Union

Originally members of The Worker's Pot, the collected dockers of Reikland's many river ports separated from the larger group in 2506 IC.

The eight leaders of the Worker's Pot council all unanimously agreed that, as they spent a considerable amount of time on water rather than dry land, the dockers were entitled to a smaller cut of the Pot's compensation stipend.

Outraged, Docking supremo Gurt Hünk reportedly tossed his ale into the face of the woodcutters representative and tipped over the Council Table at the Hammer & Tongs Inn.

Were they to ever truly unite, this worker's union could be a powerful force for change in the Reikland. Designed to represent the rights of everyday working folk, their elected council is made up of eight leading lights from the most prominent professions in the province. The fact that these men find it almost impossible to agree prevents them from ever accomplishing anything meaningful.

Despite grand claims about protecting the rights of the working man and safeguarding freedoms, *The Workman's Pot* usually finds itself embroiled in petty disputes among its members. Convolutioned rules have grown out of these arguments, including how far away from his smithy a blacksmith may place his tools and how many different types of parchment a courier can be expected to carry at any one time.

The nobles who tax the working classes are content with the existence of *The Pot*, not least because it distracts the populous from any spurious new fees they decide to levy. Some more politically minded members of the union accuse the noble's of stirring up these minor disputes in order to keep the *Pot's* members suppressed. The eight representatives are usually far too busy squabbling to pay any heed to such hysterical conspiracy theories.

FOR PLAYERS

It is almost impossible for anyone but the most dedicated clerk to keep on top of all the convoluted rules and regulations that emanate from the council table of *The Worker's Pot*. Every edict is the result of some minor dispute that ends in a confusing compromise, which inconveniences both parties more than the problem they brought to be settled. The fact that most of the *Pot's* members cannot read, means that their laws are enforced only when it suits whoever is enforcing them. Still, disgruntled merchants can make for powerful enemies when they have the laws of *The Pot* on their side. Be careful of upsetting any labourers in areas such as the Smith's Quarter or Silkside in Altdorf, where support for *The Pot* is strong.



Tradesmen and shopkeepers are extremely protective of their territory. If you are planning on moving into a mercantile career, be prepared to get tied up in seemingly endless red tape. Of course, a favour for the right person or a bag of coin in the right pocket is likely to see all blockades swiftly removed from your

path. If you're lucky, a round or two of ale for the Council Table at the *Hammer & Tongs Inn* will be enough to convince *The Pot* to approve your new business.

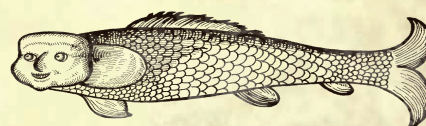
FOR GMs

The influence of *The Worker's Pot* is patchy, but around the industrial hubs of Altdorf it is at its most potent - greasing the wheels of commerce, or, more regularly, causing them to grind to a halt with unnecessary regulations and needless squabbles. The further you get from the capitol the less effective *The Pot* becomes. There are small collectives in Weissbruck and Schilderheim, but they hold much less sway with the ruling elite. Isolated caravan owners and village stall holders might also claim membership, but their words are usually just hot air.

The areas of concentrated *Pot* activity are also the most lucrative for tax collecting nobles. Many of them live in constant fear of a united uprising and spend vast amounts of money making sure that the *Pot* has enough unimportant problems to occupy its time. There are regular isolated strikes and protests by individual splinters, but a concerted campaign of subterfuge has so far managed to keep *The Pot's* attention away from the gentry's greatest money-spinning injustices.

ADVENTURE HOOKS

Spies combing for information have informed Lord Dietrich that the stonemasons are planning a co-ordinated strike on the day that his new bridge is scheduled to be installed. The strike must be averted without any connection to the Lord. Spreading rumours about an impending influx of superior Dwarven craftsmen should do the trick. Thugs from *The Dockers Union* have begun muscling in on *Pot* businesses in the area directly surrounding the Weissbruck Canal docks. The *Pot* presence is not as strong here as in Altdorf and they may need to employ external enforcers to put the dockers back in their place.



DIRTY JIM'S PROTEST BRIGADE

Athestro's Soliloquy

I can hear them. Angry voices. I am so hungry. I must find them.

...
Keep braying children, Athestro is coming for you. Sing your song of sorrow and I will drink it up.

...
There are so many warbling babies in this place. Thick man-walls must breed discontent. I remember when they free to run and fight, to dance the ancient dance on the ancient stage. I hid then, wasting away in torpor. Until they built a new venue, crammed with discontented souls, offering up their dissolution for my succour.

...
I've found you, children. Now, I feast.

If there's a public disturbance, strike, or protest happening in Altdorf, Dirty Jim will be there. When the *Workman's Pot* erect firm picket lines in front of the Tannery, Jim is there, and when *The Republicans* march on the Imperial Palace, Jim will be there too. For years his permanent presence went unnoticed, but as the political dissidents of the Reikland became more organised, regular protesters began to identify him.

Some imaginative anarchists christened him the "Guardian Angel of the Downtrodden" and made a point of joining in at any demonstration where Dirty Jim appeared. As their numbers swelled, the followers of this mysterious tramp became known as *Dirty Jim's Protest Brigade*, arriving en masse wherever their figurehead appeared. They have now become a powerful tool for social change, giving even the smallest gatherings the support needed to make their voices heard.

Jim remains an enigmatic figure, with even his most ardent followers unable to predict where he might materialise next. Some Sigmarite priests call him a Chaos daemon, telling their quaking parishioners of his attempts to stoke the fires of social collapse. These claims are supported by the various mystical rumours that have developed in step with Jim's increasing notoriety. He was recently accused of

concurrently appearing at two separate protests. Numerous witnesses swear they saw his glassy eyes peering out from behind dockside placards and watching silently as anarchists rioted through the merchant's quarter.

FOR PLAYERS

Agitators and Agents would do well to keep tabs on *Dirty Jim's Protest Brigade*. Many of Altdorf's most powerful dissidents come out into the open wherever Dirty Jim puts in an appearance. By posing as a member of the *Brigade*, sneaky souls can gain access to otherwise inaccessible people and the information they guard closely. There's also a whiff of the arcane about Dirty Jim. Magical scholars and tyro wizards might benefit from a closer analysis of his movements.

Whatever your profession, sometimes it behoves you to stir up a little trouble. If you're doing so in Altdorf, then you needn't worry about rousing the passions of a large group of people. Pay off a few town criers to sing the news of your demonstration, gather a handful of willing souls in the market square and you'll have enough to attract the attention of Dirty Jim. In his wake will surely follow a rowdy collection of sympathetic voices. In less than a day you have yourself a ready made protest.

FOR GMs

For the watchmen of Altdorf there are few more annoying organisations than *Dirty Jim's Protest Brigade*. Their arrival can turn a sedate demonstration by students from the Colleges of Magic into a raging torrent of hate and violence. Many of their members are anarchists, hell bent on tearing down every vestige of Imperial control. Their lack of a central ideal, beyond the deconstruction of society, makes them a perfect fit for almost any cause.

Numerous attempts to quash the *Protest Brigade* have met with failure. The group is essentially without leadership or structure. Messages are passed between friends about upcoming demonstrations and many of the most dedicated protesters are able to rush to the scene without any prior warning. Dirty Jim himself is nothing more than a figurehead,

seemingly oblivious to the rabble he has inspired. Any attempts to capture him have quickly erupted into violence and men assigned to tail the mysterious tramp always lose sight of him within minutes of beginning their hunt. Not even the most respected members of the *Protest Brigade* know how he appears and where he shuffles off to when the excitement subsides.

ADVENTURE HOOKS

Over a pint of warm mead, the dour Captain Osterhagen begins to talk about Dirty Jim. According the ale-sodden watchman, all the men he sends to tail the old beggar report back with the same story. Despite knowing the district's nooks and crannies like the backs of their hands, four teams of capable watchmen have all lost their way within seconds of entering the alleys. The Captain is at a loss to explain the mysterious phenomenon and would surely pay handsomely for any information leading to Dirty Jim's capture.

Emperor Karl Franz is leaving Altdorf tomorrow on a diplomatic mission to Marienburg and a small band of *Republicans* are planning to stage a protest as his procession passes through the city gates. They are expected to be entirely peaceful, but an appearance from Dirty Jim could result in danger to his Imperial Majesty, as angry anarchists flock to the area. It is imperative that a distraction be arranged to lure Jim and his follower's away from the *Republicans*.

THE WATERWAY BANDITS

An excerpt from the Ubersreik Gazette

Pirates Sink von Bruner!

The dread pirate Glint and his band of Waterway Bandits have struck again! Their quarry was the private vessel of Lord Bruno von Bruner, the infamous 'Dirge of the Docks', whose recent drunken rampages through the riverside areas of Ubersreik have met with disapproval from the townsfolk and nobility alike.

His lordship was on a summer's day sojourn to a country estate, when, out of the blue, The Bandits descended on his vessel with ferocious speed. They

ransacked the Lord's quarters, stealing a number of robes and coin purses, before dumping von Bruner into the Reik and leaving him to swim for shore. They then scuttled the ship in deep water, before racing off over the horizon.

Lord von Bruner has been unavailable for comment, but Captain Glint kindly sent a letter to the Gazette's head office, in which he gives his own account. In this missive, the famous dwarf reports that he personally "dismembered a retinue of elite noble guards," and "swiped that scurvy landlubber's treasure." He goes on to point out that "modestly is [his] middle name," adding that he is, "barely even the most dangerous pirate ever to sail the Reik," and, "certainly not the richest dwarf this side of the Grey Mountains."

Led by the flamboyant dwarf Glint, this rag-tag band of thieves ply their trade on the various rivers and creeks of the Reikland. *The Waterway Bandits* are more concerned with stealing cargo than slitting throats, but this hasn't stopped rumours of their cruelty spreading like wildfire. Glint is the subject of the most salacious tales and it's common to hear dock workers whispering into their beer about the time he single handedly beheaded an entire regiment of mercenaries for criticising his finely braided beard. Anyone who actually meets Glint becomes instantly suspicious of these tales. He is a particularly stout and portly dwarf, covered from head to toe in shiny trinkets and sparkling gems.

The Waterway Bandits are not obviously political, but ten minutes in their leader's company is enough to convince anyone of their credentials. Glint needs no encouragement to stand on a tavern tabletop, sloshing ale-tankard in hand, espousing the freedom of the waterways. It is his firm believe that all the rivers of the Reikland should be free from Imperial control. "To constrain the Reik with laws and taxes," he bellows at fascinated onlookers, "sullies its innate poetry and constricts the liberty of the souls who sail upon it."

FOR PLAYERS

If you're a dockworker, ship's boy, or even a captain, it's handy to know a thing or two about *The Waterway Bandits*. Most importantly, where were they last spotted. If you can steer clear of Glint's last known location, you'll likely never see him.

Lawman and bounty hunters who fancy capturing a high profile scalp will have their work cut out for me. Sympathetic members of *The Docker's Union* will purposefully lead you astray and independent captains are likely too scared of the *Bandits* to even answer your questions. Glint's choice of vessel is no coincidence. His small sleek vessel moves very fast and can ply some of the smaller waterways that bigger ships are unable to traverse.

The only thing harder than capturing Glint is joining his crew. If you have designs on a piratical lifestyle, you first have to find the wily cut-throat and then convince him of your talents before he makes you walk the plank. Your best bet is to start up your own operation and hope to make a name for yourself. If Glint hears of your escapades, he'll find you.



FOR GMs

For all of Glint's grandstanding, *The Waterway Bandits* are too small a group to pose any great threat to river trade in the Reikland. Ferrying goods from Altdorf to Marienburg and everywhere in between is the lifeblood of the province and no wannabe pirate is going to change that. At least that's what the dockers and ships captains will tell you while warming their hands by the tavern fire. If they see Glint's purple flag flutter off the starboard bow, they're more likely to be quaking in their boots and soiling their breeches.

If you've nothing worth stealing, Glint can be remarkably good company, but when he's on the job it's a different story. Despite his great girth and slight lisp, Glint does his best to live up to the overblown stories of his barbaric exploits. By doling out threats he manages to make most robberies pass without a single drawn blade. If he ever faces opponents confident enough to meet him in battle, he's more likely to order the retreat than engage in combat. This has the added advantage of keeping his crew happy and alive and, as a result, they are all extremely loyal

and very wealthy. That is, they will be very wealthy, once Glint hands over the spoils he keeps on trust in his dwarfen strong box.

The Waterway Bandits have been known to form uneasy agreements with the *Docker's Union*, who are also quite partial to the idea of a Reik free from taxation.

ADVENTURE HOOKS

Lord Krause's wayward teenage son has run away from home in a fit of adolescent angst. A hefty reward has been offered for his safe return. A little digging will reveal that he was last seen at the Kemperbad docks, being dragged by the arm towards a small vessel. On the deck of this ship stood a shiny fat dwarf, barking orders and telling rude jokes.

Famous adventurer and blowhard Gerhard von Nussbaum has broadcast in every tavern from Altdorf to Mörlenfurt that he intends to track down Glint and his *Bandits* and have them strung up in front of the Emperor. He is looking for a crew to help man his ship 'The Gilded Rod' and is willing to share the bounty equally with anyone who joins up. Most gruff tavern dwellers find the idea preposterous, but Gerhard seems inordinately confident that he'll be able to find the notorious pirate with ease.



SIGMAR'S ARMY



Application to Ubersreik Planning Office

Deer Sir,

The Axe Shaft Inn on the edge of the Dwarfan courter of Ubersreik has recently bin vaucaytid by its previus occupints, after mysterially burnin down. It's former rezidunts (what are still alive) have agreed to sell tha land to Mr. G Klein four the sum of 24 brasss coins.

There, Mr. Klein will billed a communitay centaur called the House of Humanity. It wull bee for all troo citizans of the Empire to receive caere and sustinonce in this dificulted times. We goode folk of Ubersreik are besset from outside and inside by evile folk and it is only by the glorius wil of Sigmar that we r able to mainetane law and oreder.

Thee House of Humanity wud be a breacon for all goode men and woman that are without hopes. We will giv food and shalter to those most opressed peepole, along with speachis and lessans to education local famlys on th brutal facts of live and howe they can maik the Empire a bitter plaice for all rightchewis people.

Mr. G. Klein humberly sumbits this aplicantion, in the hope tht you will sea its civical value and approve.

Yours in supplicanance,

George Klein

The non-human denizens of the Reikland shiver in their boots at the very mention of *Sigmar's Army*. They are a violent collection of thugs and hooligans, who believe in the primacy of humankind over all other races. These prejudices are enforced by mobs, who inflict savage beatings on isolated groups of non-humans. In accordance with their beliefs, Elves, dwarfs, and others have no rights inside the Empire - a carte blanche which extends to women and children. Their influence over certain cities in the Reikland has hastened the ghettoisation of non-human peoples. Only fear of violent retribution will deter *Sigmar's Army* from attacking "outlanders".

A group of around 100 rioters recently descended upon an Elven embassy in Ubersreik, ransacking the building and seriously injuring around 15 of its residents. This was the largest gathering of *Army* members ever recorded, a sign that their ranks are beginning to swell. As times get tougher and food becomes scarce, more and more people align themselves with the idea that the non-human races are a leech on society, gobbling up resources that rightfully belong to the men and women of the Empire.

Priestesses from the temple of Shallya are the *Army's* most outspoken critics, preaching a message of universal kindness to all beings.

FOR PLAYERS

If you choose to become a member of *Sigmar's Army*, dealing with non-human characters will present some interesting challenges. If it's public knowledge that you are affiliated, expect dwarves and elves to be either deathly afraid of you or murderously disgusted.

The *Army* are not particularly widespread, but they are one of the fastest growing revolutionary groups in the Reikland. In particular, Ubersreik and Bogenhafen have seen a major expansion in membership, aided greatly by the support of a few radical Sigmarite priests.

Everyday humans going about their business are unlikely to have much interaction with the *Army*, unless they are watchmen. The jobs tend to target concentrated areas of non-human activity or hunt

individuals in back alleys. Elves and Dwarves operating anywhere densely populated should always remain on their guard. If a group of shaven-headed louts follows you into a dark side-street, be prepared to run like the wind or turn and fight. These men want nothing more than to crack your bones and pulp your face, so there's very little chance you can talk or bribe your way out of a beating.

FOR GMs

Any party containing non-humans is a potential target for *Sigmar's Army*. The street thugs who form the blunt end of the *Army's* cudgel are mindless brutes, but the men and women operating behind the scenes are some of the most devilish minds in the Reikland. If they identify a particular target, they'll find a time and place for their minions to attack unharassed. A great show of strength from the party might dissuade an all out assault, but the presence of Dwarfs or Elves is likely to inspire enough zeal to make them take a risk and attack anyway.

Unlike many other negative forces in the Old World, *Sigmar's Army* having nothing whatsoever to do with Chaos. Their devotion descends from an extreme interpretation of the life of Sigmar, handed down by religious teachers and community leaders. Many of their members consider "outlander" races to be the spawn of ruinous powers, ignorant to the truly repellent nature of the actual creatures of Chaos.

There are a few liberal counter groups that have sprung up in the wake of the *Army's* rise to prominence, but they lack the cohesion or manpower to put any real dent in their operations. Still, in almost every city where the *Army* operate, there will be someone willing to help the oppressed or support those who wish to fight.

ADVENTURE HOOKS

A Dwarf trading party from Karak Azamar is en route to Ubersreik with a shipment of Waterfall Ale for the *Axe and Hammer* tavern. Sigmarite priests with connections to the *Army* have been stepping up their anti-dwarf rhetoric of late. In particular focussing on the corrupting influence of dwarf alcohol. The inn's landlord is seriously worried for

the safety of his kin and requests protection for their arrival and passage through Ubersreik.

After being ousted from Bögenhafen by some liberal nobles, Councilman Barth has relocated to Kemperbad. *Sigmar's Army* have very little hold here, but the wily politician is already trying to work his way into a position of power. Local merchants are concerned that if he were to begin inciting racial hatred, it could drive away customers and suppliers. By means fair or foul, the spread of his ideals must be stopped.

THE PURPLE KEY

The adepts pushed Gregor to the floor as they entered the inner sanctum. Grabbing him by the hair they dragged him to his knees, fastening a red rag around his nose and mouth. He could hear his breath amplified as it rebounded off the fabric, just audible over his beating heart.

At the end of the room stood a shrine, topped by a many headed avian monster that seemed to leer into every corner of the room. Gregor could sense some malicious intelligence behind those unmoving eyes.

The Arch Lector stepped out from a seemingly impossible space behind the altar and began to walk slowly towards the kneeling initiate. He held in his hands a purple cushion, on which rested an grotesquely ornate knife. Its hilt was encrusted with gems that shone with sickening brilliance and just looking at the curvature of the blade made Gregor's head swim.

After what seemed like an age, the Arch Lector reached the prostrate initiate and began to chant. It was a tongue the young merchant had never heard before, but he recognised some of the names. 'Slaanesh', 'Nurgle', 'Tzeentch'. It was enough to make his him wretch with dread, splattering vomit onto the rag that covered his face.

The adepts forced his head back, until he was staring directly into the eyes of the Arch Lector. His smooth skin shone with an otherworldly radiance.

Gregor felt the adepts tighten their grip as he squirmed at the feet of his new master. The Arch Lector picked up the knife deftly and drew it to his eye, as if examining it for defects. Then, with one swift motion, he flipped the hilt in his hand and plunged it into his own chest.

In some areas of the Reikland, just having heard of *The Purple Key* is enough to send you to an early grave. This extremely secretive cabal of powerful merchants provide the most legitimate threat to the rule of Karl Franz. As masters of commerce, they believe that their role in the governance of the Empire should be greatly heightened. Money is the force that lubricates the wheels of civilisation and those that gather the most of it have the right to bend others to their will.

The Purple Key take extreme measures to ensure that they are not discovered and will almost never act in the open. Their members are extremely intelligent and powerful, allowing them to direct the operations of various lesser gangs. Few members of *Sigmar's Army* suspect that their recent raid on the Dwarfen quarter of Morlenfurt was orchestrated by *The Purple Key*. By cleverly timing the assault with the secret visit of a Karaz-a-Karak ambassador, the scheming merchants caused the Emperor considerable embarrassment. Observant Reiklanders may have wondered why these attacks were reported so heavily by newspapers and town criers across the province, despite its relatively minor impact on the daily lives of common folk.

The structure of *The Purple Key* is shrouded in secrecy. It is not known if their ruling council is comprised solely of the richest men in the land or if there are more sinister players directing proceedings from the shadows.

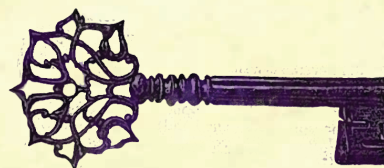
FOR PLAYERS

If word of *The Purple Key* reaches your ears, chances are you're in some serious trouble. The only thing these men and women prize more than power is secrecy. Their ruthlessness would be legendary, if they didn't take pains to conceal it. If you stand between *The*

Purple Key and its target, expect to be casually swatted aside.

Any direct action taken against *The Key* would first require lengthy investigation. There are very few written references to their existence and most are buried deep beneath lies and misdirection. People who possess knowledge are even more scarce. Most of them know the value of keeping their mouths shut and it will take some extreme persuasion to make them talk.

If you know enough about *The Key*, they can be used to your advantage. An enemy can be assassinated without your direct involvement, simply by spreading rumours that they have begun to speak openly about the group. Just be sure to cover your tracks or the same deadly retribution could find its way to your doorstep.



FOR GMs

The Purple Key are totally evil. Although a few initiates are attracted to the cabal by a lust for power and wealth, the corrupting influence of their fellow members soon turns them toward darker vices. So convoluted are the layers of deception surrounding *The Purple Key*, many of those who believe they know all about the collective are completely mistaken. Elaborate fabrications surround their true agenda; truths kept hidden by the group's most powerful members.

The Purple Key's practices are unashamedly chaotic and newly inducted associates are quickly taught how to bargain with Chaos gods. Many are swallowed up by the ruinous powers, warped and subverted beyond recognition, but those that survive go on to become favoured acolytes of their chosen dark master. With the exception of Khorne (who has a distaste for their sneaky tactics), all Chaos deities are worshipped.



The founders of *The Purple Key* may well have shared an ideal of power being proportional to wealth, but they quickly turned to depravity to expedite their goals. That dalliance shot an unbreakable rod of corruption through *The Key*, serving as a harpy's cry to other twisted souls with a lust for control.

ADVENTURE HOOKS

Bran Lehrer, a scholar from the University of Altdorf, has gone into hiding after narrowly avoiding the second attempt on his life in as many days. The dean is at a loss to explain it all and the watch seem strangely unwilling to investigate. All he can tell you is, Lehrer had spent much of the past year with his head buried in the recently discovered *Journal of the Twisted Bard*, but has, as yet, produced no papers on the subject.

In the forest near Wittgendorf there is a small walled complex where young boys are taken as children. Stolen from their mothers or plucked from the street. They are educated and well treated, but undergo an hour of eerie ritual blessing at the coming of darkness each night. Once a season, two carts arrive to take away the most promising students for the "next stage" in their tutelage. They are never seen again.

~JE

ZEALOTS OF THE IMPERIAL CULTS

By Jay Hafner

The traditional zealot is commonly known as a fanatic of Sigmar or Ulric. This article shows you how to use the various tools of Warhammer Fantasy Roleplay to make a zealot unique to any of the cults.

CHARACTER CREATION

The first two things you need to decide for your character is what cult he will be primarily associated with and what events drove him to become a zealot. These two things will help drive the rest of the development of your character.

CULT DETERMINATION

The 10 major imperial cults are listed in the Tome of Blessings and in the Signs of Faith. You should consider what an extreme application of the strictures of each faith would look like as zealots tend to go well beyond the priests in their interpretations. Playing a zealot is like playing an insane priest, but with a practical, worldly focus instead of a divine magic focus.

ABILITY DETERMINATION

To create a memorable zealot themed to the background and cult choice, the characteristics, talents, skills and abilities of the character should make logical sense. It should also be noted that although min-maxing statistics is oftentimes frowned upon by GMs, specialized characters like zealots may fit a role of having very clear strengths and weaknesses relevant to their theme.

THE TEN QUESTIONS

Page 32 of the core rulebook has what could be considered the most important role-playing aspect of the zealot. This is where a player gets a chance to develop the how and why of the zealot. What events caused him to become a zealot and what drives his motivation in life.

OPTIONAL SKILL SETS BY CULT

The standard skill set of a zealot includes **Athletics, Discipline, Intimidate, Piety, and Resilience**. With permission from the GM, the player may trade one or two of the skills with the ones presented for priests of a similar cult in the Signs of Faith supplement. This helps individualize the zealot further within the theme of the cult. They are summarized from chapter six for your convenience.

Manann: Folklore (Int), Nature Lore (Int)

Morr: Discipline (WP), Intimidate (St)

Myrmidia: Leadership (Fel), Weapon Skill (St)

Ranald: Skullduggery (Ag), Stealth (Ag)

Shallya: Medicine (Int), Resilience (To)

Sigmar: Discipline (WP), Weapon Skill (St)

Taal & Rhya: Nature lore (Int) and either Medicine (Int, Rhya) or Animal Handling (Fel, Taal)

Ulric: Resilience (To), Weapon Skill (St)

Verena: Discipline (WP), Observation (Int)

NEW SKILL SPECIALIZATION

The GM may allow a specialization of Intuition to include Interpret Omens and Portents.

CHOOSING YOUR INSANITY CARD WISELY

Although your insanity determines your bonus fortune dice per act, it is your greatest weakness. Most insanities cause you to suffer stress, fatigue or a misfortune die to a characteristic check. They can quickly render you helpless, so before choosing, make sure it is sensible for your character.

WHERE DOES THE ZEALOT FIT IN A CULT HIERARCHY?

A zealot really doesn't fit within the cult hierarchy as a ranking individual. At best, they are considered just below the level of an initiate or lay priest. Their extreme motivations and interpretations can oftentimes place them at odds with cult politics so the official stance would be to ignore them and hope they go away. Inevitably, like seems to attract like and groups of zealots, flagellants and prophets of doom form fanatical sects that wander the Empire preaching doom and the end times. Very good reference material regarding major fanatical sects is available in the 2nd edition Tome of Salvation book in chapter 4. It is available via PDF purchase online. It will not be reproduced here.

THE EXPANDED RELIGION

RULES IN SIGNS OF FAITH

The GM should provide zealot characters with **omens and portents** to interpret (see chapter 5). Zealots are constantly looking at signs from the gods and these make especially good role-playing opportunities for the doom-saying zealots. The Expanded Omen Rules below provide an easy way for GMs to come up with basic omen concepts.

Other Signs of Faith rules such as Favor and Disfavor, Holy Symbols, and Standards are also of direct application to the play of zealots as they assist in the non-magical use of his skills.

EXPANDED OMEN RULES

Expanded from the *Signs of Faith* P.32

REVEALING AND READING OMENS

Step 1: An omen is revealed on a chaos star or Sigmar's comet result on a **Piety or Invocation check**. Comets are generally good omens and stars are generally bad omens.

Step 2: The character can interpret an omen with a successful **Average (2d) Intuition check**. If the Omen is from a religion that is not your own, the check is a **Hard (3d) Intuition or Piety check**.

Step 3: If the check is successful, the GM may roll for an Omen Type from the list below and tailor his description to the particular cult. (Morr, Sigmar, Shallya are on page 34 of ToB, the rest are on page 32+ of SoF). Ruinous powers may provide Omens & Portents as well.

BENEFIT TO THE CHARACTER

The rules in Signs of Faith note that the GM can reveal the omen as a clue or warning. The GM may also wish to allow the PC an in-game benefit. Possible effects include that for each successful omen reading, the character may re-roll all white and black dice for one effect within the next 3 acts. Another option is to grant a character a fortune point to refresh at an opportune time. The character may not have more than one or two of these benefits at a time.

d100

Roll Omen Type

- 01-05 **augury** - divinatory omen deliberately watched for, such as lightning, thunder, flights and cries of birds, or the pecking behavior of sacred chickens.
- 06-10 **appearance** - the unexpected appearance of animals, comets, or atmospheric conditions.
- 11-15 **auspice** - a divination or prognostication, originally from observing birds.
- 16-20 **clue** - hint or evidence of something discovered
- 21-25 **elucidation** - something made lucid, clear or to have had light shed upon it
- 26-30 **foreboding/bodement** - a feeling or impression that something is about to happen, esp. something evil.
- 31-35 **foretoken** - a sign or omen of a future event
- 36-40 **forewarning** - omen of approach of someone or something.
- 41-45 **indication** - anything serving to indicate or point out, as a sign or token.
- 46-50 **messenger** - person or creature bringing an omen
- 51-55 **straw** - anything of possible but dubious help in a desperate circumstance.
- 56-60 **portent** - threatening or disquieting significance, an indication or omen of something about to happen, esp. something momentous
- 61-65 **prefigurement** - to show or represent beforehand by a figure or type; foreshadow. to picture or represent to oneself beforehand; imagine.
- 66-70 **premonition** - a feeling of anticipation of or anxiety over a future event; presentiment; a vague premonition of danger; a forewarning.
- 71-75 **presage** - a presentiment or foreboding; something that portends or foreshadows a future event.
- 76-80 **prognostic** - a forecast or prediction
- 81-85 **prophecy** - the foretelling or prediction of what is to come.
- 86-90 **revelation** - a deity's disclosure of its nature and purpose for mankind, esp through the words of human intermediaries; something in which such a divine disclosure is contained, such as a book; a striking disclosure, as of something not before realized.
- 91-95 **sign or symbol** - zodiac arrangement; an omen; portent; any object, action, event, pattern, etc., that conveys a meaning; a conventional or arbitrary mark, figure, or symbol used as an abbreviation for the word or words it represents; something which stands for something else
- 96-100 **warning** - the act or utterance of one who warns or the existence, appearance, sound, etc., of a thing that warns; something that serves to warn, give notice, or caution.

INTERPRETED OMEN

LINGERING

The effect of having interpreted an omen allows the PC to act upon the warning or welcome. The GM will determine the effect.

SoF p32, ToB 34+;



ENCOUNTERS, CARDS AND TEAMPLAY

by Sunatet

The Old World is a grim universe, where danger lurks behind every corner. A world where it is very important to expect the unexpected. Sooner or later you will be forced to fight for your and your friends' lives.

Veterans of many wars will tell you that there is no substitute for good armor and skill at arms. But even an armed and skilled veteran will perish if left alone.

What's really important is to have someone who you can trust to keep an eye on your back. Someone that compliments your skills and can combine them with yours to a much better effect than the skills used alone. Teamplay, timing, tactics and a balanced variety of skills combined together can make the difference between life and death.

This article concentrates on describing Action Cards and Talents that enhance teamwork and survivability. And it is not important whether you play a combat oriented character or not. Most of these cards can be used by anyone.

REACTIONS/ACTIVE DEFENCES/ SUPPORT

ASSESS THE SITUATION

Why is it good?

Not only it allows you to recover from *Fatigue/Stress*, it also

makes you harder to hit.

And if you roll some boons, you can recharge your cards faster.

What can you combine it with?

Active defenses cards, and everything that follows (like **Riposte**, or **Counterblow**, see below)

How can your friends help even more?

Trivial Knowledge, Inspiring Words

And if you try to be harder to hit, then **Guarded Position**, and **My Life For Yours** is a good call.

BLOCK/DODGE/PARRY

Why is it good?

Should I really explain?

It allows you to stay out of harm's way, so use it! (and be sure you have some physical stats high enough to use them)

What can you combine it with?

Riposte, or **Counterblow** of course.

Assess the Situation, **Guarded Position**, if you want to be harder to hit.

If you are good and lucky enough and manage to kill the enemy somehow with the attack, both **Riposte** and **Counterblow** allow you to make an attack if enemy misses; you can follow that up with **Who's Next** (combined with **Relentless Pursuit** tactic talent if needed), ending up with 2 actions out of your turn. **Catlike Reflexes** tactic talent if you are using dodge.

How can your friends help even more?

Guarded Position, **My Life For Yours**, reckless **Devious Maneuver**.



COUNTERBLOW/RIPOSTE

Why is it good?

Both of these allow you to make an additional attack per round! Just use **Block** or **Parry** action, and if an enemy misses, it's your turn to make him pay.

What can you combine it with?

Anything that can make you harder to hit. **Block/Parry** is required if you want to invoke the action, but taking the high hit rates of third edition into consideration, you will need something serious to ensure your enemy will miss.

So use anything you can: additional Active Defenses, **Dirty Tricks**, keep close to someone that used **Guarded Position**, and/or enemies under *Blinded*, *Demoralized*, *Overwhelmed*, *Weakened* condition.

How can your friends help even more?

Guarded Position, **Setup Strike**, reckless **Devious Maneuver**, just to ensure that your enemy has lower chance to hit.

DIRTY TRICKS

Why is it good?

Ha! First of all, it has no requirements!

So if you somehow failed to obtain any of the active defenses cards like **Block/Parry/Dodge**, you can always obtain this one.

Furthermore, it can be used in actually any situation (not only in combat), you just need to be engaged with the target.

What can you combine it with?

Another of active defense cards, if in combat, **Assess the Situation** or reckless **Devious Maneuver** if you want to be harder to hit.

How can your friends help even more?

Guarded Position, **My Life For Yours** in combat.

GUARDED POSITION

Why is it good?

No amount of protection is enough when it comes to surviving. Using this card makes you, and all your friends that are close enough harder to hit. Roll well, and only strongest attacks will get past you. Plus you may help with card recharging of your allies.

What can you combine it with?

Any active defenses you like (and can use) and/or **Dirty Tricks** if you want to be harder to hit.

If engaged and attacked by an enemy in the meanwhile **Riposte**, or **Counterblow** are a good choice, so you can make an attack out of your turn.

Flanking Maneuver tactic talent.

How can your friends help even more?

If you have **My Life for Yours** recharging while using your **Guarded Position**, your friends start worshipping you.

MY LIFE FOR YOURS

Why is it good?

First of all, you use it once, and it works for quite a bit if you remember to stay engaged with an ally.

Second, your friends will keep close to you as soon, as you start using this, and yes, this means, that they will claw and nail everything around, making sure you can concentrate on protecting them, while they dispose of any nearby threat.

Third, roll good, and both you, and your allies become less stressed/fatigued, roll better, and it increases your ally Soak value. Roll some boons, and precious active defenses will recharge. Nothing you won't like in this card.

What can you combine it with?

Well, **Guarded Position** of course, especially improved one. And **Counterblow** (as you are probably using shield) with **Block** active defense card.

Flanking Maneuver tactic talent. Keep your **Roll With It** tactic talent close too, just in case.

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**.

WHO'S NEXT?

Why is it good?

This card allows you or your party members to attack more than once per turn (if you meet the requirements of course). That's especially useful, when you fight many weaker enemies, that are easily to dispose.

If any of your allies is in trouble, and you just finished your opponent, you may quickly move into new engagement, and make an instant hit! Or if any of your friends is in better position, allow him to make the attack! In which case, roll good, and it may be any **Melee Attack** instead of only **Basic Attack**.

On rare occasions when you combine it with **Riposte**, or **Counterblow**, you can even hit 3 times in one round (attack in your turn, **Riposte/Counterblow** in attacker turn, and if this will kill him, then **Who's Next** to engage another enemy, and hit it in the head).

What can you combine it with?

Riposte, or **Counterblow** in hope, you can hit up to three times per round!

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**. Would be nice if someone could blind the enemy first.

COMBAT ACTIONS

COORDINATED STRIKE

Why is it good?

A real beauty if you are in the same engagement with an ally that has better weapon/strength than yours.

Using this card you may use his weapon damage and or strength, and if you roll enough boons even trigger both weapons critical ratings (reckless side) or allow your teammate to perform a maneuver (conservative side).

What can you combine it with?

Any active defense, and **Riposte/Counterblow** later.

Twist the Knife talent if you want to hit even harder.

How can your friends help even more?

They can have a great weapon in their hands.

They can use some condition applying/enemy weakening action

Furthermore, its very easy to score an *Exposed* condition on your enemy making it easier to hit for your allies.

If you are short on defense/armor, then this is the card you want to use.

What can you combine it with?

Your range specific allies should have a clear sight to the target after you use this card.

How can your friends help even more?

Any action cards that allow one of group members to make a free maneuver (**Devious Maneuver**, **Threading the Needle**, **Exploit Opening**), this will ensure, that you can engage your target before you use **Cut & Run** action, and save your free maneuver per turn to escape even further if required.

Trivial Knowledge, **Inspiring Words** to give you a better chance on scoring *Exposed* condition.

Twist the Knife talent to bring more pain on your enemy.

Quick Wits focus talent to ensure you will be able to repeat the action, especially if there are more targets in close range (and if that's the case, then **Charge** tactic talent would be a good choice).



before you use yours.

Trivial Knowledge, **Inspiring Words** as usual.

CUT & RUN

Why is it good?

This card does not much damage, but its strength lies somewhere else.

It allows you to strike enemy, and withdraw out of harm's reach in an instant.

DISORIENTING STRIKE

Why is it good?

Similar to **Setup Strike**, this card allows you to set a deadly combo of 2 conditions, or 1 condition + ignoring soak (depending on a card side) on one of your targets.

Exposed + *Blinded* conditions, or *Staggered* condition and good chance to ignore soak if boons rolled.

Blinded condition of course can be utilized as if your entire team used **Improved Dodge** (that you can still combine with another one). Want to see your target struggle to get a grip on you, or want to hit it hard, where his armor offers no protection, this is the card for you.

What can you combine it with?

You can always follow that up with active defenses and **Riposte/Counterblow**.

Twist the Knife talent if you want to score some easy unsoakable point of damage (on those enemies that use regular monster rules).

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**.

FIND WEAKNESS

Why is it good?

It allows you to hit more often, or hit harder on your enemy. And it lasts a long time.

Especially useful when fighting enemies that are really tough,

wear some serious armor, or are hard to hit (due to many circumstances).

What can you combine it with?

Make sure, you attack with full power in the next few rounds, so it won't waste.

How can your friends help even more?

Call of the Wild in conservative. **Trivial Knowledge**, **Inspiring Words**.

FLUSTER

Why is it good?

Depending on a card side it makes easier for your allies to make melee/ranged attacks (and deal more damage if you roll good), or use social/support actions. And it stays in game for quite long.

What can you combine it with?

Anything you want depending on chosen card side. So if you used reckless, follow with melee/ranged actions, if you used conservative, follow with social/support actions.

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**.

IMMOBILIZING SHOT

Why is it good?

With this card, you can keep your enemy from landing his paws on you. Use this, pin your enemy, and watch his hopeless rage grows while you and your teammates stick it with arrows from safe distance.

It stays in game for long enough for target practicing (enemy cannot move until this card recharges), and when it finishes recharging, you can use it again.

Just make sure you use it on most powerful enemy in range (and mind that your GM can get irritated by overusing of this card).

What can you combine it with?

Winning Smile (if possible). Use **Immobilizing Shot** when **Winning Smile** effects are worn.

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**, **Winning Smile** (round before you use this card). Ranged Action Cards.

SETUP STRIKE

Why is it good?

Ha, this card allows you to set a deadly combo of 2 conditions, or 1 extended condition (depending on a card side) on one of your targets.

Exposed + Blinded conditions, or *Exposed* condition for long enough to kill the bastard.

Plus, if you score the *Blinded* condition, then it is as if your entire team used **Improved Dodge** (that you can still combine with another one). Your enemy will lose precious time and strength slashing blindly around, while you and your team members will be dancing around.

What can you combine it with?

Well, the main purpose is to put your enemy on a plate for your teammates, but you can always follow that up with active defenses and **Riposte/Counterblow**.

Twist the Knife talent if you want to score some easy unsoakable point of damage (on those enemies that use regular monster rules).

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**.

THREADING THE NEEDLE

Why is it good?

Well, it allows you to shoot at enemy engaged with your ally without the risk you hit your friend. More so, it also helps your friends engaged with the target to hit more often, or perform a free maneuver!

What can you combine it with?

Some heavy piece of steel incoming after that.

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**.

ACTIONS THAT CAN BE USED OUTSIDE OF COMBAT

CALL OF THE WILD

Why is it good?

It's a very nice support action that benefits you and your allies on many different occasions. Chasing someone, moving through slippery floor, require to hide quickly, fighting something scary, feeling unease, or trying to find something? Help your friends with your knowledge to speed them up, show where to put their feet, how to camouflage themselves, ease their mind, augment intuition, or show a detail they might have overlooked.

What can you combine it with?

Anything that requires one of the 6 skills this card helps with.

How can your friends help even more?

Trivial Knowledge, **Inspiring Words**.

DEVIOUS MANOEUVRE

Why is it good?

Depending on the approach (reckless/conservative) it allows you to perform some trick to make the enemy to hit less often, or



your allies to hit more often. And you don't have to be engaged, so you are relatively safe using this. Plus, it is very easy to allow an ally to make a free maneuver.

What can you combine it with?

Good timing.

How can your friends help even more?

Trivial Knowledge, Inspiring Words.

EXPLOIT OPENING

Why is it good?

This action unlike most of the others concentrate on your teammates.

It allows them to make additional maneuvers, faster recharge action cards, and if you roll some boons, recover stress. If there is a need to rearrange positions quickly, or help an ally to get out of trouble, this is the card to use.

What can you combine it with?

Anything if you want your teammates to recharge faster, **Cut & Run** if your teammate want to use hit & run tactics, or in case one of your teammates would like to have a clear shot, to allow others on the way to move.

How can your friends help even more?

Well, this card is the one designed to help. You can always combine it with **Trivial knowledge**, or **Inspiring Words** but it is easy enough to get this card working without any special help.

INSPIRING WORDS

Why is it good?

Another card, that focuses on your team instead of the enemy. This card inspires your allies, making them more likely to succeed whatever they do, and can help with fatigue/stress management.

What can you combine it with?

Any cards that you really want to succeed, and/or can grant entire team some good bonus, or hurt enemy real bad.

How can your friends help even more?

Trivial Knowledge.

TRIVIAL KNOWLEDGE

Why is it good?

Not everyone is a skilled Trollslayer that kills his enemies in packs. This card is good if you are an social, or academic character, that follow the path of knowledge instead of the sword. Want your party main killer to hit even harder? Use this card to tell him where to hit, so it hurts even more!

And its not only good in battle, it can be used for any actions that your friends attempt!

Plus, you can use it at any time!

What can you combine it with?

It seems to be good with everything.

How can your friends help even more?

Any cards that set a condition on your opponent, or make him easier to hit/influence in other ways (like adding fortune dice), **Inspiring Words**.

WINNING SMILE

Why is it good?

Unlike most social actions, this one does not require of your target to understand you! You just smile. The beauty of this card is that it can be used in any kind of encounter, both social and in a fight. If you need to buy some time for you and your team to position themselves better, this is the card you want to use. One thing to remember: always use it as soon, as you see the target. Second thing to remember: not every creature can be stopped with a smile, and your GM knows it well.

What can you combine it with?

Everything you can do in 1 round before the effect wears off.

Lead From the Front tactic talent.

How can your friends help even more?

If there is the time (before enemy acts), **Trivial Knowledge** or **Inspiring Words**.

TACTIC TALENTS

Catlike Reflexes

If you depend on your agility often, or use **Dodge** as your main active defence, then it is the talent you should have.

Flanking Manoeuvre

Allows you, and your allies in the same engagement to position yourself in the most effective way.

Lead From the Front

Good to have attached to a party sheet if your party gets first spot on initiative track often. (Especially good in combination with Foresight focus talent)

I'll Sleep When I'm Dead

When you are fatigued too much, this is your way out.

Roll With It

When hit hard, exhaust this talent to increase your *Soak* value. That's a life saver!

Twist the Knife

If you want your targets suffer more each time you hit them, remember to have this attached. To party sheet at best. Just make sure you have spare manoeuvres to use this talent.

Untouchable

Ever wanted to parry an arrow? With this, you can!

FOCUS TALENTS

Creative Thinking

When you like to switch talents, but your current career has no appropriate slot.

Foresight

This little card will ensure that you always go first on initiative track. Attach to party sheet!

Quick Wits

This talent is a life saver, when you need that Action Card of yours recharged, and you need it fast.

Resolute

When you are stressed too much, this is your way out.

REPUTATION TALENTS

Outgoing

When the talking goes bad, and you need to use the social action you used before, but its recharge is so slow.

Protective

It's a free fortune die to all your checks! Well... almost free... Some poor soul in your party has to suffer from Critical Wound... But that's not a problem right? Isn't life great!

Strong Willed

Quick Stress and Fatigue management. Use when in dire need.

EXAMPLE

In this example, I use names and Attribute values of pregenerated characters made by Jay Hafner. I replaced some of their equipment, Talents and Action Cards, so they fit the example nicely. The pregenerated characters can be found at the end of this volume.

Situation

A fight with a band of beastman wages on for quite some time (so some tests already passed, some cards in play). Heinrich the Roadwarden with his Rapier, and Main Gauche is in trouble, engaged with a Wargor. The next hit will most probably bring him down.

Reinhard the mercenary just finished off the last surviving Gor with its two handed greatsword, used his *Who's Next* Action Card to move into engagement with a Wargor. He failed to score a hit, but rolled enough boons to grant him free maneuver, so he used it, and switched talents to *Flanking Maneuver*. Reinhard suffers from *Minor Nuisance* Critical Wound, but he is determined to keep Heinrich alive. After all, he's seen a lot in his life (*I've Seen Worse* talent socketed in second slot).

In medium range stays Ulli the hunter, ready to nail the Wargor with arrows from his bow, and keeping an eye for any sign of weakness (*Find Weakness* in reckless active on Wargor).

Engaged with Ulli, staying away from harm inspiring his fellows (*Inspiring Words* in conservative active on Heinrich), and providing specialized knowledge is Albrecht the Barber-Surgeon.

The next turn unravels. Players have 2 initiative slots before the Wargor acts.

Reinhard uses the *Improved Guarded Position* to give as much protection as possible to Heinrich (he uses his *I've Seen Worse* talent to raise his chances), and then uses the *Assist* maneuver to give him some space, and help with any action he would want to perform.

Reinhard dice pool:

◆◆◆,

●,

□□ (*I've Seen Worse* talent)

He rolls **1111** and **1**. That's not enough to power boon line, but

enough to trigger the 3 success line. He grant's Heinrich some good protection.

Heinrich could now escape, but he knows that he would leave Reinhard open to the Wargor's fury. He is also furious about the Wargor giving him a trashing, so he decides to test his luck (his *Improved Dodge*, and *Dirty Tricks* just recharged), and stays.

He uses *Disorienting Strike* to try and blind the wargor. With Weapon Skill trained, the *Inspiring Words* active, Reinhard assisting him, *Flanking Maneuver* in play, and outnumbering the enemy, he has a very good chance to succeed. He also has *Protective* talent socketed that gives him bonus fortune to all tests if any of team members suffers from Critical Wound (in this case Reinhard). To make his chance even better, he spends a Fortune point and strikes hard.

The Wargor has little chance to escape that. He tries to evade the blade aimed at his forehead using his bestial strength (GM uses the *Parry* card, along with Aggression point, but keeps the *Dodge* for later use, as Reinhard will strike in the next round).

Heinrich's dice pool:

◆ (default melee difficulty),

■■■■■ (Defense, *Parry*, Aggression point),

◆◆,
●,

□□□□ (*Inspiring Words*, assist, *Flanking Maneuver*, *Protective*, Wargor outnumbered, and Fortune point),

■ (Weapon Skill trained).

Sigmar smiles on him, and that's literally (with ♠, ♠♠ in a row, and ♠ in the end!).

The beastman roars in pain!

He deals 1 normal wound (*Find Weakness* lowers the Wargor's Soak by 2), 1 critical wound (Broken Rib), and Blinded condition (1 round) on Wargor (lucky hit, very lucky).

Wargor turn. Maddened, and bloodied, he slashes his enormous weapon back at Heinrich (*Savage Strike*).

But Heinrich is expecting it. He uses his *Improved Dodge*, *Parry* and *Dirty Tricks*. He wears Brigandine, and is also under protection of Reinhard (*Improved Guarded Position*), uses *Diestro Training* talent (with his rapier), and the Wargor is blinded.

GM tries to save the situation (for himself of course) spending

the last Expertise point, and Aggression point.

The Wargor's dice pool:

◆◆◆ (1 default, 1 Blinded condition, 1 *Improved Guarded Position*, 1 *Improved Dodge*),

■■■■■ (1 Brigandine, 1 *Parry* 1 *Diestro Training* 1 Weapon Skill trained while parrying, 1 *Dirty Tricks*),

◆◆◆,

●●,

□□ (Strength specialization, 1 Aggression point)

■ (Expertise point spend),

And fails badly... Looks like Dark Gods ignore him as much as Sigmar smiles on Heinrich.

He ends up with a badly failed test, with the results ☠☠ and a ✱ Ouch... He overstrained himself, and suffers 2 wounds...

Next **Albrecht** uses the *Assist* maneuver, and tries some distraction to help Ulli (using *Devious Maneuver*). He calms himself (going deeper into conservative) grabs a stone and hurls it into Wargor's head, while he mutters some quick prayer to Sigmar for help (Fortune point spend).

Albrecht dice pool:

◆◆ (Albrecht's Agility=Wargor's Intelligence),

◆,
●●,

□□ (Wargor outnumbered, Fortune spend)

He rolls ♠♠, but also ♠, and a ✱!

This makes the stone to hit the Wargor right in his precious horns, making him roar in the direction of a little man, and provides Ulli with one additional fortune die when he acts. Since the Delay, and Chaos Star were rolled as well, GM decides, that apart from putting additional token on *Devious Maneuver*, Albrecht is so astonished, that he actually hit the Wargor, that he forgets his timing, and has to act as a last person in the next round.

Ulli takes his friend's advice seriously, he aims at the Wargor, spends a prepare maneuver and a Fortune point just in case, and shoots an arrow using *Threading the Needle* action card.

Albrecht decides at this point that he uses the *Trivial Knowledge* action card, to add another fortune die to Ulli's pool.

Luckily for the Wargor, GM saved the *Dodge* action card, so he uses it now and spends another Aggression point to make hitting the Wargor a bit harder.

Ulli's dice pool:

◆ (default),

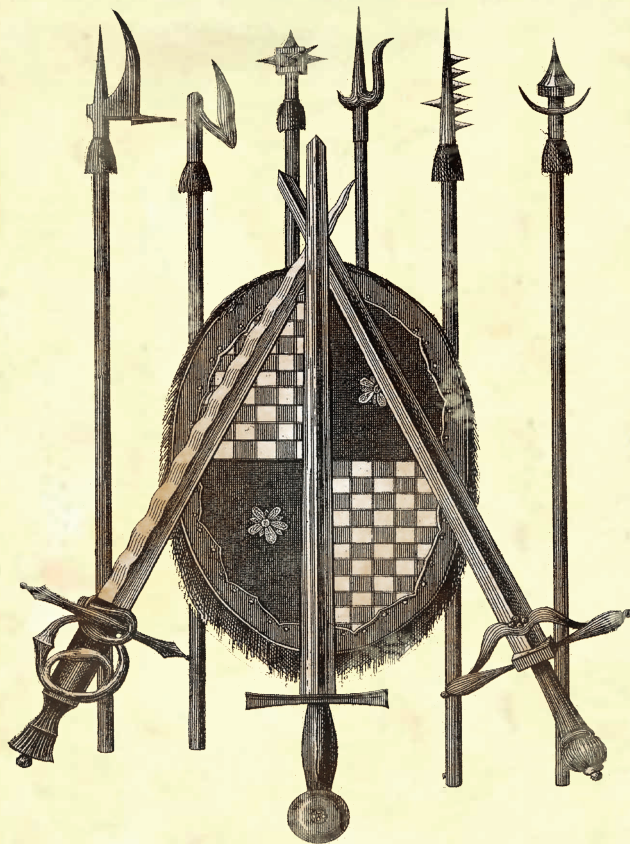
■■■■■ (defense, *Dodge*, Aggression spend, and action card difficulty lowered to 1 misfortune by prepare maneuver),

◆◆◆,

●,

□□□□□ (Ballistic Skill specialization, assist, *Devious Maneuver*, *Trivial Knowledge*, target outnumbered, and Fortune





success line, +2 damage converted from critical wounds dealt with Sigmar's Comet line due to Critical Hit the Wargor is suffering from, minus Wargor Toughness and Soak lowered by Find Weakness equals 11 damage) since he was already wounded enough.

With one furious slash Reinhard cuts deep into the Wargor's corrupted body, cutting through bones and muscle like butter. The Wargor looks at him in disbelief as it slowly drops to the ground.

AFTERWORD

When choosing your cards, one thing to remember is that you are playing a roleplaying game. It's not a who's a better killer contest.

There is no real reason to sacrifice actions that are valuable for your profession, and fit your character more thematically just because „that trollsayer kills all the bad guys, and I want to kill them too”.

If you envy other characters for doing so much damage, invest in cards that will allow them to deal even more damage. Invest in cards that will keep enemies at bay, allowing your teammates to safely deal their damage. Or make sure, that after they are hit (and they will) they can keep dealing damage, this one little essential round longer. Or, just change your profession.

And in the end, if you are out of ideas about what to spend maneuvers on, use the ASSIST maneuver! It's almost free white die to one test of an ally of your choosing. He will appreciate that, and you can follow that up with an action card. Just remember to engage your ally first!

spend).

■ (Ballistic Skill trained),

He rolls, and... 1111 and 1111 But also 1.

The Wargor is hit for 5 damage! Ulli gains 1 fatigue, and decides that he grants the 2 white dice bonus from boon line to Reinhard, who waits with his greatsword for his next round, to hit the wargor hard.

Next round!

Reinhard goes first, raising his Greatsword with an angry battle cry (deeper into reckless). He uses *Reckless Cleave* in reckless stance, and backs it up with Fortune point.

GM can only spend Aggression to add one misfortune, because Wargor used all his active defenses already.

Reinhard's dice pool:

◆ (default),

■■■■ (defense, Aggression spend),

◆◆,

●●,

□□□□□ (Weapon Skill specialization, target outnumbered, *Flanking Maneuver*, Fortune spend, 2 white dice from Ulli's *Threading the Needle* previous round).

■ (Weapon Skill trained),

He rolls 1111, 1111, and a 1!

This just brings the Wargor totally down (7 damage from Greatsword +4 strength, +another 4 strength from boon line, +1

ANIMAL COMPANIONS

by Sunatet

Traveling through the Old World can be not only dangerous, but lonely - and one doesn't have to be alone to feel lonely. Even surrounded by his teammates he may long for home or a true companion for his journey. An elf in Reikland, is distant from his beloved Ulthuan, and encounters few of his kind for company; and too many dwarves. A dwarf, far from the solid walls of his ancestors, travels the lands of the incompetent human stoneworkers. Even a human, on the far end of the Empire, can feel lonely when corruption and betrayal is around every corner.

Everyone needs someone whom they can trust. Someone who will not abandon them and will follow them to the depths of Under-Altldorf. That someone is their companion, friend, and protector - the Animal Companion!

The Adventurer's Toolkit supplement addresss the rules for the Rat Catcher's Small But Vicious Dog (SBVD). This article aims to expand those rules to allow other characters to acquire, train and use new animal companions as well.

NEW ANIMAL COMPANION RULES

The core animal companion rules are presented on the back of the SBVD follower sheet and apply to all animals presented hereafter. An Animal Companion is a creature beyond that of a mere mount or begging cur that follows the party for scraps and is instead a trained and obedient follower. Some additional rules are presented below:

ANIMAL COMPANION TALENT

A new generic talent has been created for characters wishing to have a companion. "Animal Companion," can be purchased as an open advancement, and work in any talent slot. With the GM's permission, the talent allows the character to gain an animal companion follower, use related action cards, and attach Trick talents to it through training just like the Rat Catcher's SBVD. It should be noted that only a character with the Handle Animal skill acquired, and the talent socketed, may command an animal companion. This includes situations when the talent is socketed to the party sheet and another character wishes to command the animal.

NEW ACTION TRAITS

This article presents new action card traits. Companions may only learn and use action cards with traits matching at least one of the traits listed on its card. For example, the Cat may use action cards with the following traits: Follower, Feline, Familiar, and Mascot. It may not learn or use cards with Pet, Flying, Poison or other traits that obviously are not relevant to a cat.

ACQUIRING AN ANIMAL COMPANION

The GM and player should come up with a reasonable story for how the creature was acquired and trained. Many common animals are captured and tamed in the wild, or purchased at the local marketstrasse. More exotic animals require advanced hunting and tracking or be liberated from the Altldorf zoo. Occasionally, even magical compulsion and command are used to acquire an animal.

LIMITS OF COMMAND

Companions are not telepathically-linked puppets. GMs need to ensure that commands are reasonable and that the creature can see or hear its master in order to follow directions.

CREATING YOUR OWN COMPANION CARD

There are many animals in the Old World, but instead of providing a companion for each type, we provide a few examples, and a set of rules and tools you may use to create your own companion (after consulting with your GM).



Each companion have a name (like Cat, Bear, Dog), traits (used to define a companion type, and connect it with Action Cards and Trick cards), Obedience (used on various situations, counts for Wound Treshold, Stress, Fatigue, and defines how long it takes,

before it stops listening to you and hide somewhere), 1 to 3 Trick slots (that serve like talents on your Career Card), and description (describing a companion, providing its rules, special abilities, and advancement options).

Trait examples:

follower - all companions should have it in case FFG release something referencing this particular trait

pet - companion can be dangerous and used in fight, can use Action Cards with Pet trait

flying - companions can fly, can use Action Cards with Flying trait

feline - all feline companions, can use Action Cards with Feline trait

familiar - can be used as familiars by mages, can use Action Cards with Familiar trait

mascot - companion look cute and pretty, can be used in social encounters, can use Action Cards with Mascot trait

snake - all snakes and alike, can use Action Cards with Snake trait

poison - all poisonous companions, can use Action Cards with Poison trait

wild - all wild, not domesticated companions, can use Action Cards with Wild trait

mount - all creatures you can ride, can use Action Cards with Mount trait

Companion examples with traits:

SBVD: Pet, Follower. Can use Action Cards with Pet or Follower traits

poodle: Pet, Follower, Mascot. Can use Action Cards with Pet, Follower or Mascot traits

cat: Follower, Feline, Familiar, Mascot. Can use Action Cards with Pet, Feline, Familiar or Mascot traits

tiger: Follower, Pet, Feline. Can use Action Cards with Pet, Follower and Feline traits

parrot: Follower, Flying, Mascot. Can use Action Cards with Pet, Follower or Mascot traits

adder: Follower, Snake, Poison. Can use Action Cards with Follower, Snake or Poison traits

some strange magic familiar: Familiar, Follower, Flying, Poison, Feline. Can use Action Cards with Familiar, Follower, Flying, Poison or Feline traits



Obedience - depends on creature size and courage:

I Default is 3

II Size adds:

small +0 (cat, rat, raven)

medium +1 (dog size)

big +2 (bear, horse)

III Courage adds:

cowardly: +0 (easily scared)

average +1 (neither cowardly nor brave)

brave: +2 (very hard to scare)

Maximum starting Obedience is 7. Obedience can always be raised by 1 by spending 1 advance.

Trick slots - default is 1 modified by personality and Intelligence. Maximum 3 slots. (Sum the numbers and check below):

I Default is 1

II Personality adds:

-individual/wild +0

(wolverine - wild, cat - individual)

-average +1 (horse)

-friendly/domesticated +2

(cheerful dogs that were treated well by their owner when raised)

III Intelligence adds:

-not so bright +0 (poodle, adder -

try to teach something to a snake)

-average +1 (hawk)

-cunning +2 (parrot, rat)

Check the sum from the above here to see how many talents your companion has:

1. one inactive Trick slot, can be learned by spending 1 advance
2. one active Trick slot
3. one active Trick slot, and one inactive Trick slot, that can be learned by spending 1 advance
4. two active Trick slots
5. two active Trick slots and one inactive Trick slot, that can be learned by spending 1 advance

After you have the name, traits, obedience, number of talent slots, and companion description, the only thing to do left is to check if there are Action Cards, and Tricks that it can use, and if not, then creating your own, which can be a lot of fun.

TAMING ANIMALS

Animal taming is a process in which animals are conditioned, stimulated and taught proper behaviors by a balance of reinforcement and punishment.

A process, which length may vary depending on a creature wildness, aggression, intelligence and instinct, as well as on a tamer skill and training approach. Because of the amounts of time this process takes, and the fact, that Animal Tamers work with the live specimens with their own minds and needs, only one creature can be tamed at a time.

TAMING PROCESS

Untamed creature is considered *Disobedient*. Starting *Disobedience* is 10 (always, no matter what type of creature you try to tame), and is lowered during the taming process.

Taming lasts until *Disobedience* reaches the default Obedience level for tamed creature (see proper Animal Companion card). In this way, less obedient, and more fragile creatures require more time and effort to tame, than big, tough and more obedient.

Disobedience is lowered during a chain of tests. Each test requires the special Animal Tamer action card "*Reinforcement/Punishment*", which is acquired along with the career ability when entering the profession (it is a FREE Action Card).

Each test is performed after some GM specified period of time (usually a week of in game time, but GM is free modify that). It is important to remember, that Animal Tamer has to spend at least some portion of this time with the tamed creature. GM may raise the test difficulty if he decides, that Animal Tamer did not spend enough time on this task (just make sure, that players are aware of how much time their PC's have to spend on the task), or even do not allow the test at all (in which case, that time period is lost).

When *Disobedience* will reach the default Obedience for given Creature, the creature is tamed, and may serve as a companion under normal Animal Companion rules.

TAMING DIFFICULTIES

Apart of lowering *Disobedience*, each test performed may add *Weary* tokens to companion card.

Weary tokens represent animal hunger, bad mood, tiredness and such.

Each *Weary* token adds 1 ■ die to all taming tests performed.

Additionally to all test results:

- always add 1 *Weary* token on creature card after each time period (usually after resolving the training test)
- if you did not spend enough time with the creature, and GM decided, that you may not make a test this time (maybe you spend entire week crawling in the sewers running after some Skaven myth instead of attending to tamed creature), add 1 additional *Weary* token on creature card
- add 1 *Weary* token for each Chaos Star rolled in the training test

If the number of *Weary* tokens exceeds the creature default Obedience noted on its card, before current *Disobedience* reaches the default Obedience (when the creature can be considered as

tamed), then the taming process fails.

Creature either becomes too aggressive, escapes, or simply dies, and may no longer be tamed.

To decrease the number of *Weary* tokens on creature card, Animal Tamer may replace his "*Reinforcement/Punishment*" test, with Easy (1d) Animal Handling (Fel) test with additional number of misfortune dice equal to number of *Weary* tokens on creature card.

Results are:

- each ♠ allow you to remove 1 *Weary* token from creature card
- each ♠♠ allow you to remove 1 more *Weary* token
- if you fail that test, and roll any ☆, add 1 *Weary* token for each ☆ rolled

NEW CAREER

ANIMAL TAMER

Type: Basic

Races: Human, Elf or Dwarf

Traits: Basic, Rural, Specialist, Menial

Short description: Got a special knack for animals.

Primary characteristics: Fellowship, Agility

Career skills: Animal Handling, Athletics, Coordination, Discipline, Nature Lore, Ride

Stance: 2 Conservative 2 Reckless

Advances:

Action: 1

Talent: 2

Skill: 3

Fortune: 1

Conservative: 1 Reckless: 1

Wound: 1

Talent slots: Reputation, Focus

Full description:

Animal Tamers are people with a special spot reserved for animals. They have the rare ability and knowledge, allowing them to curry the favor of an animal, and domesticate it.

Animal Tamers can be found all around the Old World and beyond. Attending animals in zoo, taming animals for shows in circus, or on the streets earning scrap money by performing tricks with their trained animals.

Famed Kislevite Bear Tamers pay tribute to the god Ursun taming bears in the cold north far above the northern borders of the Empire.

Exceptionally skilled Animal Tamers can be employed by the wealthy families and important persons, to train horses for raiding, dogs for guarding, or birds for hunting.

Exceptionally skilled and lucky will be employed by an Elector Count, or even Emperor himself to train and prepare his magnificent Griffon for fight.

Usual daily routine of Animal Tamer consists of attending to their animals, making sure they are well fed, healthy, and in a good mood.

Animals undergoing taming process are familiarized with the environment and people, stimulated, conditioned, and taught proper behaviors (like why eating your tamer's head is not a good idea).

The work of Animal Tamer is a difficult one, often dangerous, especially, when taming bigger and more aggressive animals. But Animal Tamers don't mind. They have the special understanding of the creature that other people lack and treat the tamed creatures like their own children.

Typical Trappings: Animal Tamers use whips to deter the more aggressive tendencies, animal snacks for rewarding animals, rope/leash to keep the animal close when going for a walk, or to fetter the animal causing trouble. Sturdy cloth or leather armor is the minimum of so required protection, when whip and rope fail. Animal Tamers are usually accompanied by one of their animals.

ANIMAL TAMER CAREER ABILITY

Each time you acquire this card (once per Animal Tamer profession), you choose ONE of the Animal Companion traits. You may acquire and train Animal Companions with that trait and use *Reinforcement/Punishment* Action Card. You may also use companion connected Tricks, and TRAIT connected Action Cards without the need to acquire or slot Animal Companion talent.

NEW COMPANIONS

BLACK CAT

Traits: Follower, Feline, Familiar, Mascot

Starting Obedience: 3

Maximum Obedience: 4

Trick slots: 1 active, 1 inactive

Short description: Purring fur ball... with claws!

Full description:

Cats are individuals. Always walking their own path. Full of grace and dignified beauty.

You may never be sure, who is really the master. A man that thinks so, because he cares about the cat, or the cat that allows the man to take care of him. Some superstitious folk believes them to bring bad luck... but who would believe that.

The Black Cat may perform 1 free maneuver per turn. You may encourage it to make additional maneuvers by spending 1 Obedience and making a Normal (2d) Animal Handling check. If you don't otherwise specify, the Black Cat follows you around looking cute and purring, or sending menacing looks - the Black Cat remains in Close range from you until you instruct it to do otherwise.

Black Cat loses 1 Obedience each time it gets wet.

When Black Cat runs out of Obedience, it runs off and hides, until it recovers at least 1 Obedience.

Your Black Cat begins with 3 maximum Obedience and 1 Trick talent slot, but can gain more with advances.

Open Advances:

You may purchase a permanent +1 Obedience, to a maximum of 4 Obedience for your Black Cat for 1 advance.

You may purchase extra Trick Talent slot for your Black Cat, to a maximum of 2 talent slots for 1 advance.

Your Black Cat may learn Trick talents, that socket into this Follower sheet. You acquire Trick talents just like any other Talent cards.

Your Black Cat also gives you access to Follower, Feline, Familiar and Mascot trait Action Cards. You purchase Action Cards with advances.

HAWK

Traits: Follower, Flying, Wild

Starting Obedience: 4

Maximum Obedience: 5

Trick slots: 1 active

Short description: A silent hunter with eagle eyes.

Full description:

Hawks are majestic creatures.

They are swift hunters, flying across the sky spying on the ground with their sharp eyes and falling on their unsuspecting victims with great speed.

Praised for their usefulness in hunting flying prey they are commonly used across the world by common hunters and monarchs alike.

The Hawk may perform 1 free maneuver per turn. You may encourage it to make additional maneuvers by spending 1 Obedience and making an Simple (0d) Animal Handling check.

While outside, the Hawk follows you around flying above the ground - the Hawk remains in Medium range from you until you instruct it to do otherwise.

While inside small structures or underground, the Hawk keeps attached to your arm - the Hawk remains engaged until you instruct it to do otherwise, and any actions and maneuvers he performs cost 1 Obedience.

When Hawk runs out of Obedience, it flies off and hides, until it recovers at least 1 Obedience.

Your Hawk begins with 4 maximum Obedience and 1 Trick talent slots, but can gain more with advances.

Open Advances:

You may purchase a permanent +1 maximum Obedience for your Hawk for 1 advance.

Your Hawk has only 1 active Trick talent slot, and you may not purchase more.

Your Hawk gives you access to Action Cards with Follower, Flying and Wild traits. You purchase Action Cards with advances.

WAR HOUND

Traits: Follower, Pet

Starting Obedience: 6

Maximum Obedience: 7

Trick slots: 2 active

Short description: You don't want to mess with him.

Full description:

War Hound's are mean and aggressive animals, bred for warfare, and bloodshed. Often used to protect estates of the wealthy, or in the pit fights, where they fight to their death.

The War Hound may perform 1 free maneuver per turn. You may encourage it to make additional maneuvers by spending 1 Obedience and making an Easy (1d) Animal Handling check. If you don't otherwise specify, the War Hound follows you around close at your side - the War Hound remains in Close range from you until you instruct it to do otherwise.

War Hounds are trained for bloodshed. For each Obedience spend, you may increase the damage of single Melee Attack performed by War Hound by 1.

War Hounds are also very aggressive, and tend to get hard to keep on the leash.

When Obedience is 4 or less, you add ■ to each Action performed by War Hound.

When Obedience is 2 or less, you add ♦ to each Action performed by War Hound.

When War Hound runs out of Obedience, it performs Basic Attack at the person nearest to him (usually owner), and then runs off and hides, until it recovers at least 1 Obedience.

Your War Hound begins with 6 maximum Obedience and 2 Trick talent slot, but can gain more with advances.

Open Advances:

You may purchase a permanent +1 Obedience, to a maximum of 7 Obedience for your War Hound for 1 advance.

Your War Hound has only 1 active Trick talent slot, and you may not purchase more.

Your War Hound may learn Trick talents, that socket into this Follower sheet. You acquire Trick talents just like any other Talent cards.

Your War Hound also gives you access to Follower and Pet trait Action Cards. You purchase Action Cards with advances.

NEW TRICKS

NATURE ADAPTATION

Requires *Wild* trait.

Your companion natural instincts allow him to find water and food easily.

Gain □ to all *Nature Lore* checks in non urban settings.

Oooo... HE'S SOOOO CUTE!

Requires companion with *Mascot* trait.

Grants □ to all *Charm* checks.

POWER CONDUIT

Requires companion with *Familiar* trait.

You may drain power directly from your companion. You may do it at will, any time you want, but for each power you draw in this way your companion loses 1 *Obedience*.

SILENT HUNTER

Requires companion with *Feline* trait.

You follow your companion path mimicking its movement. Gain □ to all *Stealth* checks.

NEW ACTION CARDS

BAD OMEN

Action type: Support

Traits: Black Cat

Requisites: Only usable by Black Cat.

Recharge: 5

Action Check: Animal Handling (Fel) vs Target Discipline (WP)

Conservative:

You force your Black Cat to cross your targets path. Superstitions start to work their way in target mind causing a bad luck for him.

♠ target is superstitious, his next test gain ♦ to its difficulty

♠♠ as above, but 2 next tests

♠♠♠ target suffers 1 stress

↪ target gains temporary insanity until this card recharges

♠♠ companion loses 1 obedience

✧ target is not THAT superstitious, tests gain only ■ instead of ♦

Reckless:

You force your Black Cat to cross someones path few times. Superstitions start to work their way in target mind causing a bad luck for him.

♠ target is superstitious, his next test gain ♦ to its difficulty

♠♠♠ as above, but 2 next tests

♠ target suffers 1 stress

♠♠ 1 more test is affected

♠ companion loses 1 obedience

♠♠ your Black Cat gives you THE LOOK, suffer 1 stress

✧ your Black Cat crosses your path as well, you suffer the same consequences as your target

CATCH ARROW

Action type: Support

Traits: Flying, Reaction

Requisites: Companion with Flying trait in Close range.

Recharge: 3

Difficulty: -

Action Check: none

Conservative:

You may use this card, just after you were hit by a Ranged Attack, or missile based Spell, or Blessing.

Your Hawk circles slowly between you, and your target,

becoming a shield for incoming missile.

For each 2 Obedience spend, you may lower damage (after Soak and Toughness) done to you by 1.

Reckless:

You may use this card, when you become a target of Ranged Attack, or missile based Spell, or Blessing.

Your Hawk circles wildly around you, shielding you from incoming missile, or intercepting it.

For each Obedience spend you may add ■ die to a dice pool of one Ranged Attack, or missile based Spell or Blessing that has just targeted you.

However, it is dangerous for your companion.

Each ☆ rolled by your target lower your companion Obedience by 1.

CRY FROM THE SKY

Action type: Support

Traits: Hawk, Reaction

Requisites: Only usable by Hawk. Not engaged. An enemy just started his turn in close range from you.

Recharge: 3

Difficulty: ◆

Action Check (con/rec): Animal Handling (Fel) vs Target Discipline (WP) / Animal Handling (Fel) vs Target Coordination (Ag)

Conservative:

Your Hawk flies between you, and your target giving him a warning cry in order to stop him in place and prevent from reaching you. For the test, choose the highest Discipline amongst the hostile targets in the close range.

✎ your target keeps his eye on the Hawk, losing his free maneuver this turn.

✎✎✎ as above, target proceeds carefully, and may not engage you this turn

✎✎✎ all Active Defences used against the target gain additional ■ until this card is recharged

➤ target suffers 1 stress

☠☠ suffer 1 stress

Reckless:

Your Hawk flies above you giving you a warning of incoming danger.

✎ you may immediately perform a maneuver

✎✎✎ as above, and if the target moves towards you, you may immediately perform an action before your target does, at the cost of additional ◆ difficulty to your pool

✎✎✎ all Active Defences used against the target gain additional ■ until this card is recharged

☠ suffer 1 fatigue

☠☠ suffer 1 fatigue

☆ lose your next free maneuver (when you act next)

IT'S ONLY A CAT

Action type: Support

Traits: Feline, Reaction

Requisites: Companion with Feline trait in Close range.

Recharge: 4

Difficulty (con/rec): -/■

Action Check: Animal Handling (Fel) vs Target Observation (Int)

Conservative:

Use this card, when someone makes successful Observation check spotting you, or your allies.

Your companion performs a distraction and reveals itself.

✎ your companion distraction is successful, the target spotted your companion instead of you, and goes back to his duties

✎✎✎ as above, and while your target was occupied with your companion, you managed to find a better place to hide. Next Observation check against you gain ■

➤ your companion walks slowly with dignified grace among the targets pulling their attention. You may move freely for the next 2 rounds (or some abstract time period your GM sees fit)

☠☠ companion loses 1 Obedience

Reckless:

Use this card, when someone makes successful Observation check spotting you, or your allies.

Your companion performs a distraction and reveals itself.

✎ your companion distraction is successful, the target spotted your companion instead of you, and goes back to his duties

✎✎✎ as above, and while your target was occupied with your companion, you may perform a free move maneuver (or just move further if in story mode)

☠ companion loses 1 Obedience

☠☠ it was close, you gain 1 Stress

☆ your target is suspicious, he gains □ on his next Observation check

MANACING LOOK/GETTING ATTENTION

Action type: Support

Traits: Mascot, Social

Requisites: Companion with Mascot trait.

Recharge (con/rec): 5/4

Action Check: No Check

Conservative:

Your companion just sits in one place looking menacingly at your target making it feel uncomfortable.

While this card is recharging, you may spend your companion Obedience to increase difficulty of social tests your target performs.

For each Obedience spend you may add ■ die to one of target social tests.

Reckless:

Your companion demands attention from your speaker. He walks around his legs, brushing, jumping, and clawing.

While this card is recharging, you may spend your companion

Obedience to hide your lack of arguments, or misspelling.

For each Obedience spend you may add ☐ die to one of your social tests.

MENTAL LEASH

Action type: Spell

Traits: Familiar

Requisites: Companion with Familiar trait, 1 power per round in connection with pet.

Recharge: 10

Action Check: No Check

Conservative/Reckless:

You enter a meditative state, and blend into your companion mind. You can guide it, watch with its eyes and hear with its ears.

You may use mental actions and skill checks that do not require gestures or speech.

Because of the change of perception all checks performed while in companions mind gain additional difficulty dependent on your range from companion:

Close or less adds no additional difficulty

Medium adds ☐, Long adds ☐, Extreme adds ☐

Anything further than Extreme adds ☐.

Each time companion loses Obedience while you are in its mind, you gain 1 stress.

REINFORCEMENT/PUNISHMENT

Action type: Support

Traits: Basic, Animal Tamer

Requisites: You need an Animal Tamer career ability card to use this action.

Recharge: !

Difficulty: ☐

Action Check: Animal Handling (Fel)

Conservative:

You may use this card once per time period assigned by GM (usually a week).

If you have *Charm* trained, add 1 ☐ to the dice pool.

☐ decrease creature Disobedience by 1

☐ as above, and you may add 1 ☐ die to the next taming test

☐ add 1 ☐ die to the next training test

☐ remove 1 Weary token from creature card

☐ you understand the creature exceptionally well, add 1 ☐ die to next training check

☐ next training period lasts longer (GM decides)

☐ add 1 Weary token to creature card

Reckless:

You may use this card once per time period assigned by GM (usually a week).

If you have *Intimidation* trained, add 1 ☐ to the dice pool.

☐ decrease creature Disobedience by 1

☐ decrease creature Disobedience by 2

☐ you may decrease creature Disobedience by 3

☐ add 1 ☐ die to the next training check

☐ add 1 Weary token to creature card

☐ add 1 ☐ die to the next training check

☐ add 1 Weary token to creature card

☐ you did something very bad, add 1 ☐ die to next training check

WINGS OF FURY/CLAWS OF FURY

Action type: Support

Traits: Flying

Requisites: Companion with Flying trait in close range

Recharge: 3

Difficulty: ☐

Action Check (con/rec): Animal Handling (Fel) vs Target Discipline (WP) / Animal Handling (Fel) vs Target Coordination (Ag)

Conservative:

Companion engages your enemy beating it with wings.

☐ your companion hits the target for 1 wound and target gains Exposed condition for 2 rounds

☐ as above, and target gains Exposed condition for 3 rounds

☐ target gains Staggered condition for 1 round

☐ all conditions applied by this card last 1 round longer

☐ companion loses 1 Obedience

Reckless:

Companion engages your enemy clawing at its eyes.

☐ your companion hits the target for 1 wound and target gains Blinded condition for 1 round

☐ as above, and target gains Blinded condition for 2 rounds

☐ target suffers 1 Stress

☐ target loses its next free maneuver

☐ companion loses 1 Obedience

☐ companion loses 1 Obedience

PLAYING NON-HEROIC CAREERS

By Rae Russell

Back in my early roleplaying days, I was always the elf priestess. The other players and the GM counted on me to keep everyone together both mentally and physically. In our third year of playing, though, I felt as though the gang took me a bit too much for granted, and I decided that I wanted to be less obviously useful to the party.

My husband was GMing at the time, and during character creation, I showed him my character sheet. On paper, I was a rogue, but my stats in all of the usual skills (stealth, lockpicking, hiding) were abysmal. I had high charisma and social skills. "I'm going to be a thief who's bad at it!" I announced proudly.

He closed his eyes--the same look he got whenever he was getting a headache.

"Also," I added, "I want to be a geckonid, the lizard race that was in the roleplaying magazine we got yesterday."

He winced.

"And my character will have a fixation on hats."

At that, he stopped breathing for a few moments.

He gave me the green light, but I know he worried about that character up until we started playing. Useless on paper, my little geckonid proved useful to the party and central to the narrative almost every session. She was lousy at stealing, but she could run up walls and suggest tactics to the characters fighting below. She ran her mouth too often, but her interest in hats gave her a quick in with the nobility, who were easily flattered.

Now I am GMing Warhammer 3e and am reminded of that character, whose name eventually just became "Hat," by our player who has chosen the dilettante career. On paper, she's a bit too squishy and her

talents are a bit too strange to make her an obvious boon to our group. Yet her interest in fine food, her love of high quality clothing, and her trained pet pig have made it easy for her to get the attention of children, nobles, and innkeepers everywhere--the people who often have the pulse of the town. The player chose the least obviously "useful" career, but her party wouldn't have access to nearly as much useful information without her character.

Many other games limit careers or classes to "heroic" identities: swordsmen, battle mages, healers, or thieves. Players can easily see how these roles fit into an adventuring life: the swordsman and mage kill enemies, while the healer and thief clean up wounds and loot respectively. One of Warhammer's chief attractions for many, though, is that it offers a striking diversity of social class, knowledge sets, and talents to its players. Yet many players avoid non-heroic careers because they're not sure how that sort of character would benefit their adventuring party. What good could a servant do when faced by greenskins?

Why would anyone want to play a wandering student? In this guide, we'll take a look at some of the ways you can make any career a valued member of the group, at how to make the most out of non-heroic careers, and at how to have the most fun when playing such careers.



WHAT WILL YOU OFFER THE PARTY

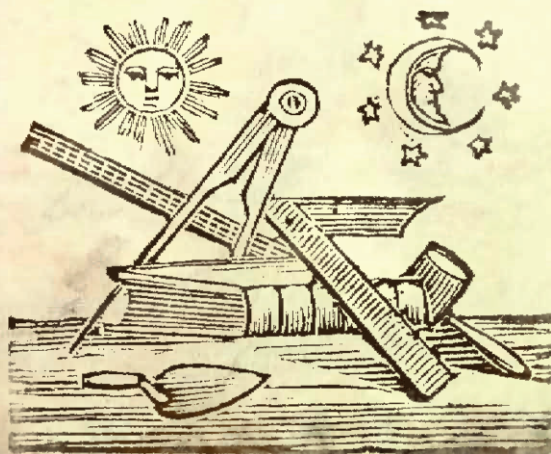
Many players start with a character trait or background story that they're burning to develop; career choice often flows easily for them. What if you're not sure about the direction you want to take your character, though?

One way to approach the situation is to choose one or two careers that interest you, then compare their skills to those of others in your group. What skills would your career offer that other careers wouldn't? Might this character belong to a guild or a group that others wouldn't be able to access? Might s/he associate with a different class of people than the others? Might

his business (or his employer's business) have helped him develop a network of contacts across his part of the Empire that might come in handy?

Think, too, about what a day in the life of someone in that career might be like. Let's say you choose to play a commoner who works as a cooper, a barrel maker. He'd know about aging wood, about solid craftsmanship, and perhaps about packing food. Leverage your expertise to your advantage during play. Talk to the innkeeper about ways to better store his ale in return for a bit of food or some information. Compliment the up-and-coming businessman on how finely packed his wares are. Use your knowledge of shaping wood to help the party repair or destroy a carriage that's on its way to some earth-shattering assignation. In other words, make sure you use your identity to get as involved in the storytelling as you possibly can.

Trade Tool items, mentioned on p. 80 of the Core Rulebook, may also come in handy. You may have trade tools that will come in handy during a particular encounter. Does the gambler have a set of dice that can stop an argument about who will speak to the noble first? Might the student have a book of poetry whose passages he can read to turn the head of the local sheriff's daughter? Could the barber-surgeon carry a scalpel small enough to cut a delicate piece of twine holding together an intricate trap?



CREATE A COMPELLING BACKGROUND

For many, the words "character background" evoke images of the enthusiastic player who brings in a forty-page novella to the GM during the first session, putting everyone else to shame. New players may worry about not knowing enough about the Warhammer universe to get all the details right. While comprehensiveness and specificity have their merits, backgrounds that help you and the GM get the most out of your sessions need not be incredibly involved.

If you use the Core Rulebook's "Ten Questions" on p. 32-33 to develop your character background, you'll find your career makes it easier to answer several of these. A bailiff's complicated relationship to his shopkeeper father may have caused him to rebel and become an overseer of shopkeepers; a student might find that a rival student's success haunts and embitters him. An agitator's profound discontent with the political system might make her have contempt for all who still believe in Verena.

In the chart below, I've outlined ideas for several non-heroic careers, including information about useful social skills and strategies for character creation and play.

Once you've developed the perfect background, don't forget to use it in play! Nudge your GM for appropriate information: if you're talking to a traveling merchant, mention places you've been and ask how that city's getting on these days; you never know when you'll get a great piece of info for a future session. When the GM describes a palace, ask about the paintings and architecture, if you've got an interest in those, and use what you learn to flatter the noble who owns the place. Think, too, about how your background has shaped you emotionally and intellectually. Is your servant terrified of dogs after a bad mishap with an

innkeeper's spoiled pooch? Does your student have an annoying tendency to relate everything to the ideas of the obscure philosopher he studied last year? While you don't want to dominate every RP exchange, you might want to create an RP marker you can pull out once every game or two to reinforce your character's identity.

USE WHAT YOU'VE GOT

You may not carry a big stick, but you can still have a serious positive impact during battle. Don't forget to use your manoeuvres to assist the front line. You might toss a dropped weapon to someone engaged in combat, take a place on higher ground and let the others know the enemy's movements, or set up a simple trap for retreating enemies while they are engaged by your friends. (Anyone can string line between trees across a path.) As with roleplaying, work in your background when considering how best to use your manoeuvres. If you're from a major city and are fighting in a city, scout out escape routes down alleyways, or lead the party's fight toward the market square, where they'll be assisted by the local authorities.

Don't underestimate the importance of socketing your talents in the party sheet, either. If you know you're about to go into a major social or combat encounter, using your talents to add to the entire party's rolls can mean the difference between winning and losing an engagement.

SOME IDEAS FOR GMs

If you're a GM, non-heroic characters can seem daunting. How in the world will you get the person who has taken a hand full of social cards and adventuring-impractical skills invested and involved in a massive greenskin fight that's coming up? How can you stay true to the Warhammer world's extremely rigid class structure while still allowing your Ratcatcher to feel useful in the social encounter in which the PCs negotiate with nobles?

The most important thing is to talk to your players ahead of time a bit. What kind of role does the player envision this character taking? What sort of

character background and expertise does s/he see the character having? A character isn't all on his career card; just because he's an apothecary doesn't mean that he didn't learn his skills while following around a regiment. If you foresee trouble (the Ratcatcher in the nobleman's campaign!), give your player a clear sense of the frustrations s/he might face. If the player hesitates, encourage him to consider another career; you could also consider reworking key NPCs to bring them down to the player's social class; after all, the underlings of nobles could easily take the place of nobles as adventure hooks. Think carefully, too, about your players' personalities and help guide them during character creation if you're allowing open career choices. If a player has a low tolerance for frustration, consider how his career choice might fit into your long-term campaign, and think about how much effort you're willing to put into managing him if he becomes upset.



Once you've done your homework at character creation, spend a few minutes before each game thinking about how to encourage non-heroic careers to participate. It doesn't take a lot of work to include a few details or NPCs that can make sure that your non-heroic character has a moment in the spotlight.

For instance, if the evening's session includes an investigation at a bar and a combat at an abbey, you might:

- change one of the common townsfolk in the bar to a stonemason who is happy to see a fellow craftsman
- let the servant offer to help out behind the bar in order to chat with the other barhands, who might let him in on the abbey's recent unusually sparse ordering of supplies
- let the dilettante use her interest in architecture to notice that the abbey was built by one of her favorites, whose signature mark is secret

passages beneath staircases

- let the grave robber figure out how to get the PCs in through a back door sometimes used to deliver the dead if they must be laid to rest at the abbey because the Garden of Morr is too far away
- let the Ratcatcher hear rumors that the rats have abandoned the abbey and are plaguing the farms nearby because of some unholy presence
- let the agitator take a place higher up than the other PCs and shout tactics or look for escape routes while the PCs are engaged in combat

None of these changes necessarily require massive amounts of time to make, but they will make your non-heroic PC feel included and useful.



Examples from official modules: (**warning! contains GM-only spoilers!**)

An Eye for an Eye: Let an **apothecary** recognize the equipment that Doctor Seiger has in the hospice as being largely those for making potions rather than for treating living patients, which might lead the PCs to recognize his role in the cult a bit more quickly. (A similar trick would work for Doctor Schneider in *The Gathering Storm*, too; perhaps the PCs notice a particular type of physician's bag unique to craftsmen in Nuln. His strange reactions to the PC's casual queries might lead them to look into his history a bit more.)

Lead-up to "The Lesser Evil" from The Gathering Storm: Let a servant, bailiff, or burgher recognize that Keila isn't doing enough business to keep the Inn afloat in the normal manner. If one can get behind the counter to inspect her kitchen, you might have him recognize that her pots aren't used very often and her stores aren't large enough to feed a busy inn.

"A Time to Mourn" from The Gathering Storm: When the PCs find the scroll in Grabbe's study, let a scribe or a student recognize a marginal image from the text to figure out that it pertains to St. Cyril, then decrease the Priest's piety check significantly when trying to figure out the ritual's identity. If the PCs leave with the scroll instead of using it, allow the scribe or student know how to track down someone who can identify the text.

If a module doesn't lend itself to modification, consider adding a frame story to your campaign that focuses on the PCs' careers. In my own game, each of my PCs are working for a different organization, gathering information about the areas they visit in the official FFG scenarios for their personal contacts in Altdorf. This setup allows me to slip individual PCs the occasional missive from their teacher, friend, leader, or blackmailer about what's happening; not only does it make them feel included, but it also gives me a mechanism for giving them a little 'push' if they aren't sure how to

proceed. Eventually, it might also give me the chance to play them off against one another.

Don't neglect social encounters, either. Think of social encounters as a different type of battle, one in which a new set of characters gets to shine. If you have several non-heroic characters with a range of social skills, make the stakes for social combat just as high as those for physical combat: a failure might result in expulsion from town, incarceration, or death. You might easily turn an existing roleplaying encounter into a social encounter: a negotiation for more money from a quest-giver might become a social encounter, or you might give PCs the possibility to negotiate for the release of a hostage instead of fighting their way through a major battle. As a manoeuvre, let your servants, scholars, or barber-surgeons whisper key knowledge into the charming dilettante's ear so that he sounds more 'in the know' than he might actually be, thus decreasing the difficulty of his roll.

AGITATOR

RP Ideas (Player) RP Hooks (GM)

- establish your relationship to a group early on and try to visit outposts/make contacts/establish new chapters in other towns where you go
- think about which groups your character finds awful; s/he has probably done quite a bit of thinking about that group's habits, customs, etc., so use that knowledge during play when beneficial to your party
- use the writing skills you have honed when writing pamphlets to help your party win a cause or a trusted NPC to gain a goal
- during fights, use your expertise from street brawls to improvise interesting weapons and/or redirect combat so you can escape
- if you have traveled widely to escape detection, advise the party about routes, travel safety, and inns

social cards: Fluster, Exploit Opening, Steely Gaze, Devious Manoeuvre, Inspiring Words, Twisting Words, Big City Bravado

- use the agitator's group or the group she hates as an adventure hook; make her choose whether or not to

follow her ideals or stay with the party

- allow the agitator to identify and find a group he seeks because he's able to find and locate the person who made printed materials for the group
- give the agitator a willing audience for his pet cause, but then let someone important (who disagrees) be watching
- let a noble plot hook recognize the agitator

APOTHECARY

RP Ideas (Player) RP Hooks (GM)

- use your knowledge of plants and offer to help important people with their gardening
 - develop a relationship to someone within the Apothecaries' Guild and visit him/her regularly
 - actively collect information about alchemy, folk remedies, etc., during your travels (this will give you a reason to seek out and visit other characters)
 - teach (or undermine) apothecaries/folk healers in remote areas you visit
 - spend time researching and developing recipes for poisons for your group
 - if from a city, help shopkeepers organize and present their wares more effectively in order to gain favor
- social cards:** Splints and Bandages, Scrutinize, Find Weakness
- let an official ask the apothecary to help him root out charlatans in town
 - use a contact within the Apothecaries' Guild as an adventure hook
 - include subtle evidence of poison-making when creating a baddy's lair so that requires the Apothecary's expertise to unravel
 - have a major NPC unable to reach a physician; let the apothecary decide whether s/he will be willing to anger the physician and give advice to gain the NPC's favour

BAILIFF

RP Ideas (Player) RP Hooks (GM)

- use your knowledge of measures and prices to help shopkeepers whose favor you might want
- rely on your finely-honed skills of intimidation
- look for merchants who cheat their customers and expose them...or blackmail them for a cut of the profits
- use your knowledge of bureaucracy to untangle what's happening in a city, to ask questions of other bureaucrats, or to find a "work around" when a noble or bureaucrat stalls your party
- leverage your knowledge of both the working and the upper class to establish rapport with both and perhaps to play one side against the other

social cards: Big City Bravado, Scrutinize, Formal Diplomacy, Fluster, Exploit Opening, Steely Gaze, Staring Contest, Fake Out, Devious Manoeuvre

- have a bailiff who has left his lord run into agents of the lord or run into the lord as he is visiting
- include crooked shopkeepers/tax collectors/nobles and give the bailiff the tools to recognize them
- let the bailiff either step in temporarily for a wounded tax collector or help a desperate family evade tax collection

BURGER

RP Ideas (Player) RP Hooks (GM)

- contact the craftsman or merchant's guild in any city you visit and use them to find out about what's happening
- advise other shopkeepers or merchants about techniques you learned in your town that might not have traveled to theirs yet
- use your knowledge to procure the best goods for your party and to sidestep the less desirable items
- use your management skills to resolve arguments within the party or between the party and NPCs
- since you are attuned to them, notice the social distinctions and hierarchies in any given town and exploit them to set one group off against another
- use your knowledge of proper weights, measures, and

materials to identify forgeries or dishonesty

social cards: Big City Bravado, Scrutinize, Fluster, Exploit Opening, Steely Gaze, I Thought We Were Friends, Honeyed Words, Formal Diplomacy

- let the burger run into people he knew in his previous life
- replace one kind of shopkeep with one in the burger's previous (or current) line of work; let them exchange trade secrets for influence
- add an incredible disdain for the rising middle class to a noble character; let the burger RP through convincing the noble to work with him
- give the burger a chance to use his particular expertise to identify a stolen or forged item, or to repair a broken item (or locate someone else who can repair it)

BARBER-SURGEON

RP Ideas (Player) RP Hooks (GM)

- notice and compliment NPCs on their hair...or their scars
- use your knowledge of wounds to help the PCs discover what happened at the site of a previous battle.
- consider the tools you might have on hand as a barber-surgeon; carry them with you, and use them to your advantage to scrape evidence away, pick locks, or spook others
- if attending a noble just before a major social event, offer to "spruce him up" a bit
- tell outrageous stories about your previous clients
- use your knowledge of anatomy to place your blows so that they are efficient and deadly

social cards: Devious Manoeuvre, Find Weakness, Scrutinise, Splints & Bandages, Steely Gaze

- add in a vain character of whom the barber-surgeon can take advantage as he cuts his hair
- include another barber-surgeon too overworked because of an upcoming festival who needs help; as the PC cuts hair, s/he can meet a large cross-section of the town
- allow the barber-surgeon to identify healers that aren't quite on the level through careful observation of their tools or methods

BOATMAN/DOCKHAND

RP Ideas (Player) RP Hooks (GM)

- visit the docks in town or with fellow sailors for information
- use your knowledge of shipping and routes to help local merchants and/or lords
- establish yourself as part of a respected (or disreputable!) merchant's group at character creation or during play and use her friends/enemies as contacts
- use your knowledge of the corrosive effects of water and/or the tides to help the party dispose of...things
- create a humorous or dramatic story about your time at sea that you reference at the drop of a hat
- develop a phobia of something you encountered on your travels
- since you have spent so much time on the heaving sea, think about an opponent's footing during battles and use unsure footing to your advantage

social cards: Steely Gaze, Staring Contest, Call of the Wild, Fake Out, Devious Manoeuvre, Find Weakness, Inspiring Words (boatman), Exploit Opening, Big City Bravado

- switch out other working-class NPCs for dockworkers or boatmen and encourage this PC to "prove his worth" as a sailor to get their attention
- exchange found items or treasure for treasure or wreckage from a famous shipwreck that the boatman or dockhand might know
- allow the PCs to discover an NPC's untrustworthiness because he tells a story about sailing that includes small inconsistencies that only another seaman would recognize

COMMONER

RP Ideas (Player) RP Hooks (GM)

- consider your career carefully, and think about how you can leverage its special skill
- connect with others by presenting yourself as "the common man"
- consider Roleplaying by lying about your background under certain circumstances (hilarity points if you come up with an incredible lie and stick to it!)

social cards: I Thought We Were Friends, Find Weakness, Conundrum, Exploit Opening, Big City Bravado (depending on origin)

- include NPCs that have similar backgrounds to this character's

- include chances for the commoner to RP with nobles who dislike commoners and with those who are fascinated by their viewpoint

DILETTANTE

RP Ideas (Player) RP Hooks (GM)

- consider your family background--what caused you to be the person you have become? Is your family happy with your choices or not? Can you leverage them, or should you run from them?
- what beautiful things do you particularly fancy? Develop a useful knowledge of books, art, architecture, or wine that you can use when talking to other wealthy NPCs.
- offer to help merchant NPCs appeal to their wealthier clients by advising them on goods and services
- wow commoners you meet with your fancy speech and clothing; use their amazement to your advantage
- throw parties; invite a cross-section of society to come under the guise of having an "eccentric" guest list, then play groups you want to manipulate off against one another

social cards: Winning Smile, Formal Diplomacy, Fluster, I Thought We Were Friends, Inspiring Words, Honeyed Words, Big City Bravado

- give the PCs the chance to move in 'high society' from time to time, and let the dilettante use his knowledge the forms and courtesies of fancy social life to impress key NPCs
- have powerful NPCs recognize the dilettante and either side with her shiftless lifestyle--maybe even wanting to join the wandering life--or intervene on behalf of her family, trying to get her to return home
- if the PC has an interest in a specific type of item (clothing, architecture, wine), allow him to meet a fine silk merchant, an architect, or a vintner; alternately, let him figure out key information about important NPCs by looking at their relevant belongings
- have a grubby but ambitious townspeople follow the dilettante around, asking for advice about how to live

the good life; perhaps put some of the scenario's key information in this (potentially annoying) person's hands

FORGER

RP Ideas (Player) RP Hooks (GM)

- ally yourself with a major radical group and refer back to them for instructions throughout the adventure
- make official writs/documents for the party when none are available
- help officials seek out other forgers with your excellent eye for detail
- throw pursuers off the track by leaving behind faked maps, notes, etc.
- use your knowledge of technical jargon, coats of arms, paper, ink, metal, handwriting to analyze objects you find and determine their importance
- appreciate artwork hung in noble's houses, using technical language to express your opinion (and perhaps suggest you're from a higher class!)

social cards: I Thought We Were Friends, Devious Manoeuvre, Fluster, Find Weakness, Fake Out, Scrutinise, Formal Diplomacy, Big City Bravado

- include some fakes in a major storyline that the forger can identify
- have an NPC engage in a conversation with a forger PC about artwork, perhaps forcing the forger in over his head
- allow the PC to examine books and documents and determine their provenance by recognizing their materials or the handwriting
- offer the forger work as a copyist for an official office and allow him to gain information about the nobles and or bureaucrats

GAMBLER

RP Ideas (Player) RP Hooks (GM)

- when the party's low on money...gamble
- use your gambling as a cover for other activities the party might want to hide; engage the guard in a friendly game of cards (and get him riled up enough to want a second!) while the party sneaks around behind his back

- offer your services to provide gaming at a noble's party
- take bets on absolutely everything
- when the party tries to figure out what course of action is best, use your knowledge of "the odds" to sway them towards your preferred course

- use your skills with sleight of hand and eerie calmness to intimidate or confuse your enemies during battle

social cards: I Thought We Were Friends, Devious Manoeuvre, Fluster, Find Weakness, Staring Contest, Fake Out, Scrutinise, Conundrum, Twisting Words, Honeyed Words, Big City Bravado. Winning Smile

- have the gambler run into those he owes money or those who owe him
- allow the gambler to catch another cheater during an important game (perhaps tipping off a noble or other important NPC to gain favor)
- include cards, dice, or other gambling items in a treasure trove that the gambler can trace back to a particular place or player
- consider using minigames and/or existing gambling games at key moments in the storyline to increase the narrative tension, but give the gambler an advantage (perhaps let him cheat)

GRAVE ROBBER

RP Ideas (Player) RP Hooks (GM)

- use your knowledge of decomposition to figure out how long corpses you encounter have been dead and under what circumstances they died
- develop a complex and unusual set of ideas about the relationship between life and death and share them when possible
- have a terror of priests of Morr
- use your previous experience to appraise small items of value, particularly jewelry
- study the Gardens of Morr and talk with intelligence and authority about Morrites; you might even get good enough to pose as one!
- study the circumstances under which corpses might be corrupted by Chaos and use it to advise the party
- know about different kinds of fine and cheap wood from your experience with coffins and stone from your

*know how to dig around, under, and through obstacles from your grave robbing experiences.

social cards: Devious Manoeuvre, Fluster, Staring Contest, Fake Out, Scrutinise, Honeyed Words, Steely Gaze

- if in a Garden of Morr, allow the PC to show off his knowledge--maybe enough that the Priest gets suspicious
- give the Grave Robber a chance to advise parties about the rites of Morr and/or those who ignore them
- let the Grave Robber recognize a fellow Robber under strange circumstances--why is he hanging around the house of one of the men for whom the party is working?

RATCATCHER

RP Ideas (Player) RP Hooks (GM)

- offer to help exterminate at inns and homes you visit
- in dangerous places, observe the reaction of rats and other critters to ascertain whether a threat is otherworldly or mundane
- use your knowledge of sewer construction to offer the PCs escape routes or hiding places in cities they visit; use the sewers to gain entrance into restricted areas
- teach your old dog a few new tricks to impress or amuse those you meet
- cultivate an appreciation for 'exotic' meats--rat, dog, cat, etc.--and use it when the party is desperate for food (or, for fun, slip an 'exotic' meat into their daily rotation)
- make friends with the city's destitute and desperate population; help them when possible, and exchange your help for information or assistance
- use your knowledge of 'droppings' to identify creatures or the class of person who would excrete such...stuff

social cards: Big City Bravado, Exploit Opening, Find Weakness

- in places inhabited by undead, greenskins, or mages, let the vermin act strangely enough to give the ratcatcher a chance to help prepare the PCs
- let a noble, innkeeper, or miller have trouble with vermin so that the ratcatcher can assist; not only might he gain the noble/inkeep/miller's favor, but he might also discover some key information while he roots around

trying to solve the problem

- allow the PCs to access and use the sewers to move back and forth between locations in cities they visit
- let the ratcatcher's dog catch the scent of a creature or person they mean to locate, or let the dog dig up an item they seek
- hide a key item in a pile of excrement so disgusting that only the ratcatcher has a chance of passing a roll to dig through it

SCRIBE

RP Ideas (Player) RP Hooks (GM)

- cultivate and exploit your relationship with past patrons, including nobles and academics
- have an expertise; are you particularly adept at copying works of fiction, legal documents, religious texts, or household accounts? What other competencies would you have developed as you read those documents?
- if you have copied many of the works of a living author, consider passing yourself off as that author when in a distant city
- use your knowledge of ink, paper, and handwriting to identify the provenance of books and perhaps their makers
- offer your expert skills in smaller cities to nobles, physicians, or clerics where scribes are less common in exchange for money or information
- offer to help appraise books in an existing collection, especially if the party seeks a tome or is interested in stealing

social cards: Fake Out, Scrutinise, Twisting Words, Formal Diplomacy, Big City Bravado

- include sets of books or papers in nobles' homes that the scribe can appreciate
- if you need to establish that two NPCs are working together, let the scribe link them by seeing similar documents (from the same hand) in both homes
- include an NPC in need of advice about the scribe's specialty; either let the scribe give info himself or suggest a professional to the NPC
- allow the scribe to identify key books, scrolls, and other important written items, including their origins and who made them

SERVANT

RP Ideas (Player) RP Hooks (GM)

- be specific in your background. Did you work for a college? A noble's household? An inn? An eccentric individual? A physician or student? See the appropriate other career to get ideas about what you might have learned.
- when the party must gain access to a particular area, use your knowledge to guess where servants' entrances might be and to get in that way.
- offer your services to those you need to get to know but don't have access to through more straightforward channels (nobles, academics, etc.)
- use your knowledge to recognize the livery of others who employ servants
- assess the best place to get raw materials and how to bargain the price of goods down
- advise middle-class PCs on the details of etiquette you observed while in service
- use your knowledge of the daily patterns within a particular kind of institution or household to assist in a break-in, poisoning, or stakeout
- use your knowledge of repair and cleaning to pass off used objects as newer than they are

social cards: I Thought We Were Friends, Fluster, Staring Contest, Fake Out, Scrutinise, Exploit Opening, Formal Diplomacy, Honeyed Words, Big City Bravado (depending on origin), Winning Smile

- flesh out servants in existing modules and make them more amenable to discussing their duties (and the household's gossip) with another servant
- include servants' entrances that the PCs can find and exploit; allow bonuses with the servant's help
- have NPCs who are willing to trade information or goods for a servant's help with a banquet or other major event

STUDENT

RP Ideas (Player) RP Hooks (GM)

- flesh out servants in existing modules and make them more amenable to discussing their duties (and the household's gossip) with another servant

- include servants' entrances that the PCs can find and exploit; allow bonuses with the servant's help
- have NPCs who are willing to trade information or goods for a servant's help with a banquet or other major event
- include materials relevant to the student's study, perhaps in dangerous places; let the PC convince the others to follow him
- use the student's loyalty to the University as a hook to get the whole party involved in a mission
- change arcane writings or generic texts into pieces written by the student's mentor or his detractors
- allow the student to recognize the provenance of a text or item because of a University stamp or sigil



DISTINGUISHING MARKS

by Rikard Fjellhaug

ON THE TOPIC OF DISTINGUISHING MARKS

By Professor Maximilian Beevor

My work has taken me all over the Empire as a scholar of folklore. A part of that work required me to take notes of any physical marks, -both common and the more unusual, -that could be observed in the particular town, village or hamlet I visited. These distinguishing marks were duly noted, recorded and catalogued as per standard of Liberman's genealogy & anthropology: practice and methods, of 2104, the Preiber edition.

Our great Empire seems to have a great many unusual and weird distinguishing marks. Some might be disturbed by that fact, other will think of the dark influences of chaos, and that such mark is a sure sign of taint and corruption. But I strongly disagree, as all facts points towards localized or geographical circumstances and bred. This will be further discussed in the ending of my treatise.



We all have them and in our ways we are affected by them. We might be proud of certain features that we have inherited or deeply ashamed of them, but we all learn, -eventually, -to live with them. They have been the course of scandals, envy or even mistrust. But to broaden, educate

and enlighten the reader I will start with the topic Weird cases: two isolated and unusual types of distinguishing marks.

ON THE TOPIC, WEIRD CASES: TWO ISOLATED AND UNUSUAL TYPES OF DISTINGUISHING MARKS

CASE 1 BIG NOSES OF LEVUDALDORF, OSTLAND

In the village of Levudaldorf, -primarily living of hemp production,- I encountered a rather unusual distinguishing mark, extremely large noses among most of the male population. Instead of being bothered or shy with their rather protruding mark,- yes, I must admit It took some times to get used to their enormous noses, -the men and boys where in fact very proud of it. But my inquiries of why this was seen as a boon and pride among the men, I was met with shyness and nervous laughter. Until a young woman, blushing, -undoubtedly by fear and sheer intimidation of my inquisitive brain and academic standing, - said something about reflecting the size and good breeding. Size of what? I have often pondered. Yet it's still a mystery that eludes my highly evolved brain. But nevertheless it shows the adaptation of what would be perceived as a flaw, have now become a mark of standing among an isolated population in Ostland. Quite remarkably!

CASE 2 UNUSUAL MOUSTACHES OF HAZELHOF, TALABECLAND

this remote village of some 88 souls was almost missed, have it not been for my inept scout, and student of mine. But thankfully too his error,- although my student did claim that he had read all about tracking and forest lore, from the library, -we come upon this jewel of most unusual trait. Most women of these parts, -including the attractive ones, -sport a fine blonde moustache. It was not unusual at all, and was looked upon as an attractive mark by the male population and a sure sign of fertility. I even got to touch one the females' moustaches. It felt soft like feathers, not as the coarse hairs found on male beards, like myself, so I had to admit it had a kind of female touch to the moustache. A side note of warning: touching the women' moustaches in this parts, is considered to be a rather intimate act, that almost cost me my tender parts, luckily my student took the heat. This is at least one fashion that will not be adapted by the fashion hungry Reiklanders. I hope!

ON THE TOPIC: ALL THINGS REIKLAND

On my extensive and long journeys, - often made longer by my inept student, -I have encountered all sorts of distinguishing marks. From the raven hair that are so typical for Stirlanders, too the clean shaven but very bearded warriors of Middenland. But behold the greatest variation and number of distinguishing marks could be found outside my study room. Or rather just outside the university plaza in Altdorf. Reikland! Reikland have them all, from the dark hued skin of Araby emissaries, too the olive haired and tanned skin of Tilean mercenaries, to the high cheekbones of arrogant Bretonnian nobles. And just outside the tall walls of Altdorf the variations would increase further, as Reikland is a melting pot for all clans and tribes that make our empire. After all who wouldn't live in such a blessed province, blessed by Sigmar.



ON THE TOPIC: A WARNING OF PREJUDICE

As I mentioned earlier in my eminent treatise, there is certain stigma towards certain distinguishing marks. Some are even hinted at being forerunners to future chaos mutations and corruption. I strongly detest such inaccurate claims. There is no proof of such marks being in any connection to chaos mutation. I have added a highly illuminating document from an interview I did with a Witchhunter, to further strengthen my case. There is no proof that people with a hawk nose is any better with money or have an inclination of being greedy. As certain as people with ungol eyes are NOT untrustworthy and filthy. Still this ignorance is persistent through many parts of the Empire, and occasionally voiced by nobles or authorities in an attempt to find scapegoats. Shame on you I say.

How often have not the poor lump-back village idiot been the one found guilty of heinous crimes, shackled to the stocks by the mocking and scornful mob? How often have not a pregnant gypsy girl, been found guilty of witchcraft by seducing the good Sigmar priest? To all this I will cite the good professor Lieberman, who although lived in a much darker time in the Empire managed to shine a little light with these illuminating words: **"It is not thy distinguishing marks or**

features by birthright that define thee, but rather thy acts in the grace of Sigmar, that will in the end damn thou or bring thou salvation" This befitting quote of a man living in a dark time of persecution and superstition, will be my ending words. A most befitting quote don't you think?

An interview with a Witch-hunter

During my travel I had a chance encounter with a servant of sigmar, a Witch-hunter of the notorious Ordo Fidelis, a renegade order within the Silver Hammer. His name was Grimwald Hartman. This quiet type, took some time till he warmed to my inquisitive manners. But when he spoke it was as we were of the same mind.

Grimwald Hartman's own words

What is mutation and what is just distinguishing marks? The difference my good professor, can be felt. Even the ugliest mark or traits of that of the most degenerate inbreeds only disgust you. But a mutation when witnessed make you sick, it's a bad feeling that churns in your stomach, makes your hair stand on ends, and your eyes watery with disbelief of the unnatural manifestation of Chaos. The very fibers of your soul and heart will scream out in agony of witnessing such a violation of all that is natural and good. A mutation is not only unnatural and wicked, it mocks the image of Sigmar, taint his grace and scorn the holiness of the Empire. A mere distinguishing mark will never do that, it might amuse you, distract you, or even upset you, but it will not take years from your life. If we were to persecute everyone with a cleft lip, or even lumpback or any other unusual birthmarks, we would simply be decimating the population of Oigmar's empire. Ep is often those poor souls, burden with the most flawed distinguishing marks I found to be most helpful. Ignored or shunned by the general population, they are often perceptive to corruptive changes in their community, as most wrongdoers simply ignore their presence, after all who will believe in the words of a village idiot? That is a most amusing mistake.

D100 roll					Distinguishing Marks Table	
Dwarf	Elf, High	Elf, Wood	Human	Halfling	Characteristic (male / female)	Effect
–	01–03	01–03	01	–	Elongated Head	NIL
–	04–05	04	02	01	Elongated Forehead	Add 0,5 ☐ to INT
01–02	–	–	03	02	Short Head	Add 0,5 ☒ to INT
–	06–08	05–06	04	–	Veined Temples	Add 0,5 ☐ to WP
03–04	–	–	05–06	–	Bald / Thin Hair	NIL
05–06	09	07	07–08	03	Balding Patch / Fleecy Hair	NIL
07	–	–	09	04–09	Curly Hair	NIL
–	10	08	10–11	10	Short Trimmed Hair	NIL
08–09	11–13	09–11	12	–	Long and Lustrous Hair	Add 0,5 ☐ to Charm
10–11	14	12–13	13	11	Facial Scar	Add 0,5 ☒ to FEL and 0,5 ☐ to Intimidate
12–14	–	14	14	12–15	Bushy Eyebrows	NIL
15	–	–	15	16–18	Mono Eyebrows	Add 0,5 ☒ to any Mental Characteristic
16	15	15	16	19	Missing Eyebrow	Add 0,5 ☒ to FEL
17	16–17	16	17	20–22	Charismatic Eyes	Add 0,5 ☐ to FEL
18	18	17–19	18	23	Predatory Eyes	Add 0,5 ☐ to both Charm and Intimidate
19	19	20	19–20	24	Lazy Eye	Add 0,5 ☒ to FEL toward
–	20–22	21–22	21	–	Strange Coloured Eyes	Add 0,5 ☐ to Guile toward
–	23–24	23–24	22–23	25–26	Unpaired Eye Colours	Add 0,5 ☒ to any Mental Characteristic
–	25	25	24	27–29	Innocent Eyes	Add 0,5 ☐ to both any Mental Characteristic and Guile
–	26–28	26–28	25	30	Attractive Face	Add 0,5 ☐ to FEL toward
20–21	29	–	26	31	Ruddy Face	Add 0,5 ☒ to FEL toward
22	30–31	29–30	27	32	High Cheekbone	Add 0,5 ☐ to any Mental Characteristic
–	32	31	28–29	33–35	Large Mole on Cheek	NIL
23	–	–	30–31	36–37	Facial Wart	Add 0,5 ☒ to Guile
24	33	32–33	32	38–39	Big Ears	Add 0,5 ☐ to Observation
25–26	34	34	33	40	Ragged Ears	Add 0,5 ☒ to Charm and 0,5 ☐ to Intimidate
27	35–36	35	34	41–42	Earring	Add 1 ☐ to Haggle checks with dwarfs
28–29	37	–	35	–	Large Nose	Add 0,5 ☐ to Observation
30–31	–	–	36	43–44	Flat Nose	NIL
32	38–39	36–38	37	–	Hawk Nose	Add 1 ☐ to Haggle checks
–	40–42	39–40	38	45–46	Straight Chiselled Nose	Add 0,5 ☐ to FEL
33	43	41	39–40	47	Broken Nose	Add 0,5 ☒ to any Mental Characteristic and 0,5 ☐ to Intimidate
34–35	–	–	41	–	Nose Ring	Add 0,5 ☒ to FEL and add 0,5 ☐ to Intimidate
36	–	42	42	48	Pierced Nose	NIL
37–38	44–45	43–44	43	49–50	Full Lips	Add 0,5 ☐ to FEL
–	–	–	44–45	–	Impressive Moustache / Pouty Lips	Add 0,5 ☐ to any Mental characteristic
39–42	–	–	46	–	Impressive and Braided Beard	Add 0,5 ☐ to any Mental characteristic
43–45	–	–	47	–	Long Beard / Lustrous Hair	NIL
–	–	–	48–49	–	Small Moustache / Big Eyelashes	NIL
46–47	–	–	50	–	Squared Jaw	NIL
48	46	45	51	51	Broken Teeth	Add 0,5 ☒ to FEL
49–50	47	46	52–53	52	Black or Rotten Teeth	Add 0,5 ☒ to any Mental characteristic
51	48–49	47–48	54	53–54	Shining White Teeth	Add 0,5 ☐ to Charm
52–53	–	49	55–56	55	Snaggle teeth	Add 0,5 ☒ to Charm
54	50–51	50	57	56	Sneering Scar over Mouth	Add 0,5 ☒ to Charm and add 0,5 ☐
55	52–53	51	58	–	Haughty Expression	Add 0,5 ☒ to FEL and add 1 ☐ to Leadership
–	54	52–53	59	57–59	Gentle Expression	Add 0,5 ☒ to Leadership, add 0,5 ☐ to Charm
–	55–58	54–57	–	–	Gracious Bearing	Add 1 ☐ to any Mental Characteristic
–	59	–	60	60–61	Lisp	Add 0,5 ☒ to Leadership

Dwarf	Elf, High	Elf, Wood	Human	Halfling	Characteristic (male / female)	Effect
56	–	–	62	62–63	Stutter	Add 0,5 ■ to any Mental Characteristic
57–58	60–61	58	63	64	Hideous Laughter / Neighing Laughter	Add 0,5 ■ to Charm
59–61	62–63	59–60	64	–	Clear Resonant voice / Melodious Voice	Add 0,5 □ to FEL
62	64–66	61	65	65	Strong Accent	Add 0,5 ■ to Guile
63–65	–	–	66	–	Loud Voice	Add 0,5 □ to Leadership and add 0,5 ■ to Charm
66–67	–	–	67–68	66–68	Hairy Knuckles	NIL
68–69	–	–	69	–	Rough hands / Shaky Hands	Add 1 ■ to Skulduggery
70	67–68	62	70	69	Missing Digit	NIL
–	69–70	63–65	71	–	Long Nails / Long Polished Nails	NIL
71	71	66	72	70	Missing Nail	NIL
72	72	67	73	71	Missing Fingers	Draw a Critical Wound card, if severity rating is 3 or higher Add 1 ■ to AG
73	73	68	74	72	Weak Arm	Add 1 ■ to STR
74	74–76	69–70	75–76	73	Very Tall	Add 0,5 □ to any Physical Characteristic
75–76	77	71	77	74–75	Very Short	Add 0,5 ■ to any Physical Characteristic
–	78–80	72–75	78	–	Very Skinny	Add 0,5 ■ to TO
–	81–83	76–77	79	–	Pale Skinned	NIL
77	84	78–79	80	76	Scar–Skinned	NIL
78	85	80	81–82	77–78	Pox Marks	Add 0,5 ■ to Charm and Guile
–	86–87	81–82	83	79	Smooth Skin	Add 0,5 □ to Charm
79–81	–	–	84	80–82	Excessively Hairy	NIL
82	88	83–84	85	83	A Body Scar	NIL
83–84	89	85–87	86	84	Tattoo	NIL
85–86	–	–	87	–	Huge Frame / Voluptuous Bosom	Add 0,5 □ to any Physical Characteristic
87	–	–	88	85–88	Big Belly / Enormous Breasts	Add 0,5 □ to TO
88–90	90	88	89–90	–	Envable Penis / Well–Sculpted Body	Add 0,5 □ to any Mental Characteristic
91–92	91	89	91–92	89–90	Barrel–Chest / Wiry	Add 0,5 □ to TO
93	92	90–91	93	91	Birthmark	NIL
94–95	93	92	94	92–93	Short Legs	Add 1 ■ to AG
–	94–95	93–94	95	94	Long Legs	Add 1 □ to AG
96	96	95	96	95	Limp	Add 0,5 □ to TO
97	97	96	97	96	Stooping	NIL
98	98–99	97–98	98	97	Distinctive Gait	NIL
99–00	00	99–00	99	98–00	Curious Smell	Add 0,5 □ to Charm and add 0,5 ■ to Guile
–	–	–	100	–	Distant Origin	Roll once on the Distant Origin table

USING THE DISTINGUISHING MARKS TABLE

HOW TO USE THE TABLE

first decide how many times you want to roll on the table, the default method is to make three dice roll and choose two of the results. There is about 70 or so distinguishing marks. They are evenly divided between having a positive, negative and just a cosmetic effect. However about 10 of them have both negative and positive effects. In case you are of good breed, a noble or of academic standing, you might be allowed by the GM to roll 4 times on the table and keep two of the results. Likewise if you are of a more unfortunate breed, the GM will be choosing one negative traits for you, if possible among the rolled results.

THE EFFECTS

Certain Distinguishing Marks can give you a ■ misfortune die or □ fortune die on certain skill checks. These are not permanent effects like fortune dice on characteristics; but rather a tool that allows the player and GM to add misfortune or fortune dice to a skill check. They can be activated *once per session* either by the player (as a bonus fortune dice for your good features), or they can be activated by the GM in the case of misfortune dice. When activating a □ fortune dice, the player character either actively play on his good features, or it can inactively be role-played as that the target of the social skill check find your features pleasing. In the case of a ■ misfortune dice, it is often activated by the GM, your

flawed traits, somehow annoy or upset the target. Up to this point the target have not been bothered by your disapproving mark, but now in the heat of the moment it takes attention away from the target, or even disgust him.



Distant Origin Table		
D100	Characteristic	Effect
01-06	Fierce Eye of the Brigundian (averlander trait)	Add 1 □ any Mental Characteristic
07-14	Deep Brow lines of the Hunter (hochlander trait)	Add 1 □ to Observation
15-25	Teutogen Long Beard (middenlander trait)	Add 0,5 □ to TO, add 0,5 □ to Leadership
26-36	Fair Hair of the Norsca (nordlander trait)	Add 1 □ to FEL
37-41	Eyes of the Horde (ungol and ostermarker trait)	Add 1 □ to Intuition and, add 0,5 ■ to Guile
42-46	Moustache of the Horsemasters (ungol trait)	Add 1 □ to ride, add □ 0,5 to FEL
47-57	Thick Neck of the Udose (Ostlander trait)	Add 1 □ to STR
58-72	Prominent Brow of the Unberogen (reiklander trait)	Add 0,5 □ to INT, add 1 □ to Leadership
73-83	Raven hair of the Asoborn (stirlander trait)	Add 1 □ to Intuition
84-94	Feral Eyes of the Taleuten (talabeclander trait)	Add 1 □ Nature Lore, add 0,5 □ to Charm
95-00	Mountain Skin of the Merogen (wissenlander trait)	Add 1 □ to TO

SOME DISTINGUISHING MARKS MAY CONTRADICT EACH OTHER, LIKE BALD AND LONG AND LUSTROUS HAIR. IN THAT CASE RE-ROLL THE LEAST FAVORABLE DM IF THE PLAYER IS UNABLE TO PICK ANY RESULTS WITHOUT CONTRADICTING THE EXISTING DMs.

GAME MECHANICS

Most Distinguishing Marks effects have only minor effects associated to their traits. This is a mechanic design to avoid that they will overshadow other more important mechanics of the game like fortune points

and Talents. The effects on these traits should be treated as Tangible rewards (yes, including the misfortune dice), that can be activated by the GM or by his approval when it seems appropriate.

See Chapter 7 in Game Master's Toolkit for more information on how to manage tangible rewards. Many of the Distinguishing Marks (DMs) effects have a 0, 5 □ or 0,5 ■ connected to either a characteristic or skill. That DM will have no effect until you can pick a similar effect that will add up to a full point. No matter what DMs you end up with, you cannot receive more than one fortune or misfortune die, unless approved by the GM. Some effects give a broader bonus (like 0,5 □ to a mental characteristic) or penalty that can be combined with any other bonus or penalty belonging to the same characteristic group. A misfortune die ■, cancel out any fortune □ die belonging to the same characteristic, characteristic group or skill. Some DMs give a whole point or a whole die; they are not cancelled out by half points. Only a whole misfortune die ■ will cancel out a whole fortune die □. In most cases you will end up with no effects, or just cosmetic effects. In the case of having only a half fortune die or misfortune die, the GM may allow them to be treated as a full die.

EXAMPLE OF PLAY

Dave, has just created a High Elf Envoy, and now wants to roll on the Distinguishing Mark Table. He rolls three times (as per default rules), and end up with the following DMs: (19, 16, and 86) Lazy Eyes, Charismatic Eyes and Smooth Skin. He chooses Charismatic Eyes which will give him a □ 0,5 in Fel, and Smooth Skin that gives him a 0,5 □ to Charm. Since a Skill check is also a characteristic check, these effects can be combined to give him a whole die to a Charm Check.

MORE IMPACT

With these rules the Distinguishing Marks have a stronger impact on the game and rules. Treat any 0, 5 ■□ as a full die that can be used *once per session*. And any full die effects can be used *once per Episode*.

GAME MASTER'S CORNER

Ian Robinson

Game Mastering has normally been 'my thing' in Roleplaying games throughout my gaming history; this article gives my thoughts on two of (in my belief) the trickiest issues that WFRP GM's face- making NPC's interesting, and dealing with PC death/replacement.

CREATING INTERESTING NPCs

Whatever roleplaying games you enjoy, published material normally contains a wealth of NPCs, but I find you still have to work hard to ensure that your players can differentiate between important NPCs, and to play them well so that they have a unique personality, to try and make them memorable, interesting characters.

The problem is that too few NPCs have 'soul.' They may have wonderful descriptions, and even a couple of lines of flavour text, but in few cases do they have a prescribed personality- unlike your players. Here are a few tips to give your NPCs a distinct persona.

Accents are always the toughest. I often Germanise my nobles, and add a bit of stupid peasant (or pirate after a couple of ciders) to my townsfolk.

If you can't do accents, then hand and facial gestures and voice tone are essential- if you read the rantings of a zealot with a monotone, you don't convey the action well, but said loudly, with madly waving hands and a glint in your eye makes things much easier to imagine for your players.

Also, have NPCs return as often as you can. Familiarisation with a strong NPC (we have used Lord Asschafenburg) helps create the idea of a more persistent world - and if you do decide on a bit of acting - it helps you as a GM as well, as you can

have a smaller library of crazy accents and personalities.

Make sure your NPCs are also appropriately 'Warhammerised'. The grim and gritty setting of the world is often what attracts players- so make sure you bring this in- even if it is sometimes used to humorous effect. Most peasants will be disheveled, downtrodden, dirty, toothless, rag wearing folk who will be terrified of armour-wearing PCs, or will see them as a target to gain wealth. The Warhammer world is a violent one, and many on the streets will have deformations or missing limbs; others have given themselves to the Ruinous Powers and will have vile mutations. But whilst making sure to keep the descriptions suitably dark, add a little flair to the odd NPC.

When your party meets an NPC for the first time, it's often worth keeping their personality a little more flexible to ensure that your group 'gets' them as a person. Perhaps your mercenary is being too jovial with a watch captain- remind him of the icy stare that he has; after a few seconds he will have their brows sweating and the atmosphere is back to how you need it to be. Also, don't be afraid to change an NPC you have thought of at the last minute to suit the mood of your game. Perhaps a little bit of comic relief is needed- in which case change your NPC to be a



bumbling idiot, always falling over his peg leg, rather than the menacing pirate who looks like he could decapitate you with the blade attached to his prosthetic limb.

EXAMPLE NPCs

Johan Kloss – a one-eyed peasant, covered in boils and rashes, that keeps a mackerel on his shoulder. It has never spoiled, and he claims it prophesizes to him in the night.

Gunther Bresk – a rich merchant dressed in fine velvet robes, with pig like eyes, he empties his bowels every time he senses danger; his farts could knock down half of Altdorf.

Klaus Von Hassendorf – a minor noble who has given himself in service to Slaanesh. He disguises the four breasts that adorn his chest with oversized clothing, and is rumoured to hold wild orgies at his hunting lodge.

Doktor Kessler – a wild eyed old man with a crash of gray hair, Kessler's experiments have become legendary in Altdorf, with coloured smoke and noxious gasses often pouring from the windows of his laboratory.

Tamas Wurtz – Tamas used to be a rat-catcher, but has been mutated by a meeting with a Skaven who flung warpstone at him. Devoid of his mind, tentacles flailing, he prowls the sewers looking for his next meal.

DEALING WITH PLAYER CHARACTER DEATH

Player character death is probably the hardest task for any GM out there, and not just because one, or all of your group will have no doubt grown very attached to a character- and replacing them can be very hard-especially as people have grown used to interacting in a certain way with a person over a number of sessions.



The GM also doesn't want to antagonise the player who has died any further, so normally, most GMs in my experience have allowed the new character to join the rest of the party within minutes of a new character being rolled up/ created, normally in the form of them 'conveniently' arriving on the scene or sitting in the local tavern. At this point, the rest of the group, in frankly outrageous circumstances, decide that this character is obviously trustworthy, and invite him/ her to tag along. Not only is this solution generic and tired, but 'unrealistic', even in the WFRP sense. We love playing in the grim and gritty Old World- trusting in someone you've never met before after a few words and maybe an ale is downright ridiculous. Unless you plan to play out how the PCs meet, a trick that I've always used is to ask the player, "Make up a reason how you already know these guys." Furthermore, when a character has died, the GM may need to discourage "min-maxing". Death is hard to deal with, and the temptation is there to come up with a min-maxed character, which could potentially spoil the game for others. Discuss the new character with the player and make sure that they come up with some good ideas, rather than concentrating on stats and action cards.

It's also definitely worth mentioning that when you start your campaign, you should also try to ensure that they players have good reason for interacting with each other- especially if they wouldn't normally. Why on earth would a merchant have *anything* to do with a lowly rat-catcher in the Warhammer world? Perhaps the merchant has an infestation? Or the rat-catcher is actually a rather good liar. Taking a strong line when you first begin will pay off in the event of a PC dying during a campaign. Perhaps you should even go as far to make sure that PCs lay out their motives, ambitions, and reasons why they should trust each other before they go off into the grim and perilous Old World.

Whilst I'm a tough GM on my players sometimes, if a PC comes near to death/ dies, it is normally as much their fault as mine. Perhaps some dice went against them, but they probably got in the situation themselves by biting off more than they could chew. Whilst you should never deliberately punish one of your group further for their in-game actions, having them wait until a convenient point (even if this is a session or more away) makes the transition period at least somewhat less contrived.

It also gives your player time to think about their new character and what their motivations might be for wanting to join the party, and time to think of a decent backstory; that will, in time, pay dividends for the whole group.

Let me furnish this with an example from our group. When playing 'An Eye for An Eye', we had a Rank 1 hunter, Matthias, who 'perished' nobly at the hands of the demon on the rooftops. He was replaced by a female Wood Elf Waywatcher, Naea shortly after. We could replace the hunter quickly because of the beastmen attack. Naea, our replacement, had been hunting the beastmen threat that had been growing in the forest for some weeks, after they had also invaded her woodland home, killing her father in the process; she was out for revenge. Upon finding that the party had been hired by the nobles in Ubersreik to hunt down these Beastmen, it made sense for her to join with others to gain her revenge. Six months of play time later, and we knew that Naea was becoming somewhat of a pariah in the group. The others were becoming more and more mercenary- more interested in the cash they could get from doing great deeds than the deeds themselves- and the Rank 2 careers chosen reflected that.

HOUSE RULES

Dealing with PC death can be difficult, but make sure it doesn't make the flow of the game difficult as well. Make your player wait for an appropriate time to rejoin. Time to reflect will make for an improved new character and a less contrived story for everyone in the group.

After careful discussion (via email with the player), we decided that Naea should be retired- even though the group had enjoyed her role in the party. We spent some serious time deciding what was best, and this resulted in a smooth transition. Matthias, the hunter, mentally and physically scarred by his experience at the hunting lodge, had actually survived, and had been carried back to Ubersreik by some of the servants, where he devoted himself to Sigmar after a long and painful recovery, and became a Witch Hunter. He had kept a close eye on his former comrades, and after hearing of some suspect activities in Ubersreik, was granted permission to investigate the party; where

he turned up brilliantly in the middle of the night in rain-soaked Stromdorf with a mandate to interrogate and watch any member of the group he so wished to. Naea our Waywatcher, meanwhile, had slipped off some days previously, disillusioned with the actions of the others, but ostensibly to attend a wake for a relative.

Hopefully these examples show that whilst player death and replacement can be a painful experience, it's an experience that doesn't have to be contrived and clichéd as well.



REVENANT

A WFRP3 Scenario by Jay Hafner

If you intend to participate in the adventure as a player, **DO NOT READ ANY FURTHER.**

The following information is for the Game Master's eyes only.



REVENANT

A WFRP3 Scenario by Jay Hafner

Called forth from their graves, unquiet spirits roam the twilight fog. Their groaning cries pierce the soul, their chilling touch fatal to all mortal things. Glimmering with unholy energy, wraiths and banshees flow forth, seeking the warmth of the living.

~ "The Dead Arise" by Gav Thorpe

Special thanks to Sunatet, Steven/ErrantThought, Sumit Sarkar, Greenlantern92 and Kjetil Kverndokken's inspiring Hammerzeit adventure hook

USING THIS SCENARIO

Everything you need to run this scenario is included within, but GMs desiring more information or maps on Ubersreik can find it in the *Edge of Night* adventure. Information on vampires can be found in *Warhammer Armies Vampire Counts*.

As is typical with the WFRP 3rd edition, very few maps are required for play and Location cards are suggested. It is expected that a GM can come up with descriptions for locations described within this scenario.

The suggested GM's Toolkit Nemesis Organization Sheet for Gorash the Strigoi is *The Lurking Threat*.

BACKGROUND

During the siege of Blood Keep in the year 1943 by Witch Hunter Gunther van Hel and an Imperial army, a Strigoi vampire decided to settle a score with a Blood Dragon that extended back before they were given the curse of vampirism.

Whether it was over a woman, unjust death of family members or a noble-feud is unknown now to Gorash.

After being cursed with vampiric unlife, Sir Bandic became more beautiful and powerful whilst Gorash degenerated into the bestial line of the Strigoi. Like a supreme bully, Bandic continued to degrade and take everything from Gorash until he was left sucking the black blood of corpses in the underworld.

Gorash's hatred grew and he prepared for vengeance. When the siege of Blood Keep began in 1943, Gorash knew Bandic would be weak from battle so he flew as a bat to the keep, ready to destroy and exact vengeance.

Alas, Gorash was too late. Sir Bandic had already been struck down by van Hel and his body burned. Gorash knew that the improper destruction of Sir Bandic would allow him to rise again, so he waited... Through the years, he waited in the Hagercrybs, sending out ghouls to search for news of Sir Bandic's return. Without news and without purpose, he retreated to his crypt and slept away the years.

Two months ago, a ghoul loyal to Gorash found evidence that the necromancer Klex Narnscabber has been questioning spirits and discovered the location of a Blood Dragon and the name of Sir Bandic was whispered in the rituals. The ghoul gathered a pack and began to dig up his old master.

Both Sir Bandic's and Gorash's regenerative processes were slow to return. Gorash sought to find the location from the Necromancer, but was not strong enough yet for the task, nor were his ghouls human enough to perform the duty either. From his crypt north of Ubersreik, in the edge of the Hagercrybs, he hatched his plan.

Always concerned about protecting himself from discovery and potential destruction, he sought to encourage others to destroy the Blood Dragon for him. This was technique his bloodline has used in the past to destroy their hated bloodline rivals, the Lahamians.

To accomplish his goals, he preyed upon the usually predictable behavior of the witch hunters. He had his ghouls steal the skulls of two damned witches from 200 years ago so he could raise their revenant spirits to do his bidding.

In order to attract a witch hunter, he had his ghouls place one skull at an ancestral witch hunter's lodge in Ubersreik (now the residence of a noble by the name of Lord Farhof). This was 5 days ago.

Once the ghouls observed the witch hunter at the Farhof mansion haunting, the ghouls place the other skull at the residence of the necromancer. This was 2 days ago.

A cunning thing that the ghouls did, at the direction of the Strigoi, was to swap the mandibles of the skulls

so that the female skull has a male jawbone and the male skull has the female jawbone. It is apparent to anything more than casual observation even though the bones have suffered significant charring from being burned at the stake. This single act ensures that the spirits cannot be put to rest until both sets of bones have been found and returned.

Any normal witch-burner would investigate the second location and Gorash expected this to occur. Unfortunately, the witch hunter that was assigned to the task by the Church of Sigmar is not normal.

As Lord Farhof is a lesser noble, the witch hunter that was assigned to him was not Sigmar's finest. In fact, he is practically useless. Being little more than an incompetent zealot, he has taken to simply spouting the end of the world and necessary repentance to the citizens of Ubersreik, rather than investigating the second haunting.

In the meantime, the Strigoi waits patiently and devours the corpses his ghouls deliver him from surrounding lands. He knows eventually someone will come to investigate the necromancer.

EXPECTED ADVENTURE COURSE OF PLAY

Players rarely follow a straight path to the end of a scenario, however the following is the expected play format.

Location: Ubersreik Year 2521

1. PCs begin in the market square.
2. A spirit crosses the market square and haunts the front of the Farhof house.
3. The PC's are asked to help end the haunting.
4. Investigation at the house & town occurs.
5. The source of the haunting is discovered.
6. The PCs can follow the male revenant to the residence of the vile doctor, Klex Narnscabber. There are two ways the PCs may end up at this house. Firstly, they may find out through investigation of the town. Secondly, there may follow the male spirit arising from the grave.

7. If they pursue the necromancer, they find his notes showing that the location of the Blood Dragon is near the Farhof summer home.
8. The PCs can put the spirits to rest.
9. Investigation about the Blood Dragons will likely occur.
10. The PCs travel to the Farhof summer home or directly to the Blood Dragon tomb.
11. Investigations of the Blood Dragon tomb and battles with its inhabitants occur.
12. The PCs may follow information to the ghoullabyrinth and see "court" to the Strigoi. They defeat the ghouls.
13. The GM may decide to have the PCs fight the Strigoi or have him escape to return as a recurrent NPC.

LEAD CHARACTERS

- Gorash the Strigoi
- Sir Bandic the Blood Dragon
- Lord Farhof
- Hilda the Servant
- Andre Vogel the insane Witch Hunter
- Vunther the Grave Robber
- Klex Narnscabber the Vile Doctor
- Female Spirit: Ella Schiergen
- Male Spirit: Uwe Schiergen
- The Ghouls
- Klovarach, the ghoull leader

NEMESIS ORGANIZATION SHEET

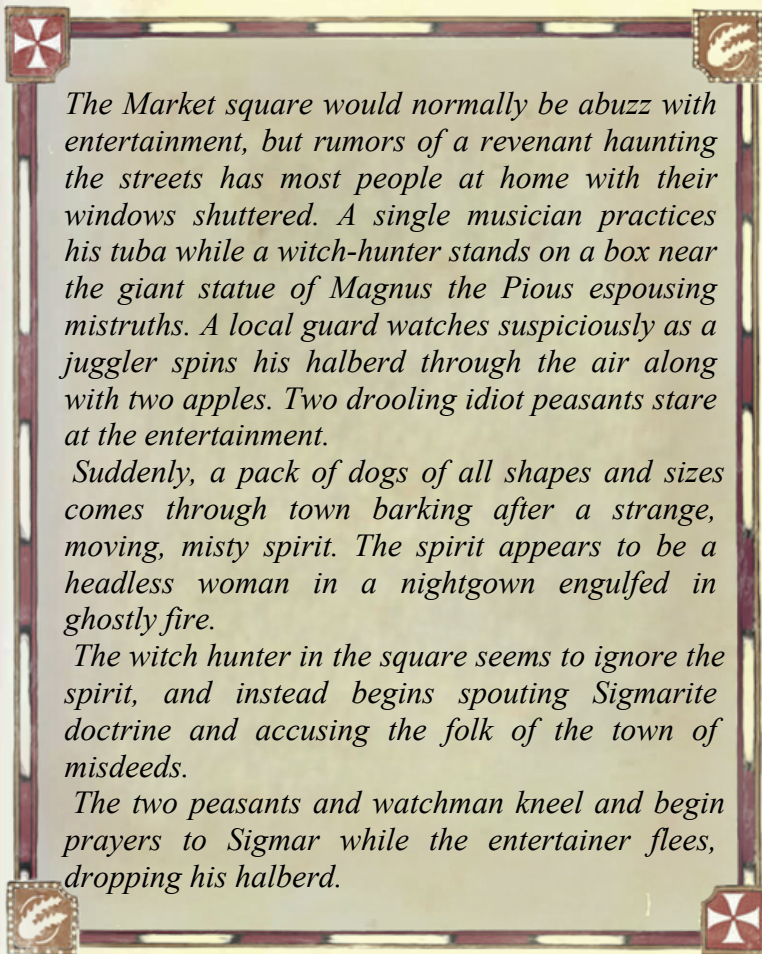
The Lurking Threat organization sheet is recommended for Gorash and his ghoull followers. Organization sheets are detailed in the **GM's Toolkit** supplement.

Act One – The Ubersreik Revenants

The adventure begins in the town of Ubersreik with the PCs in the Market Square. Ubersreik is a walled town in southern Reikland.

INTRODUCTION

Location Card: *Festival Grounds or Marketstrasse*



The dogs are chasing a revenant that is headed to the Farhof house just north of the Butcher's Guild (#9 on the Edge of Night map p.55). It circles the square in front Farhof cottage three times and then moans and haunts around the front door. In the process it traps one of the dogs and the pooch dies from terror. The spirit remains for a few moments before fleeing south on the Teufel river, through the south river boat gate and to Morr's Field. The remaining dogs continue to bark until a woman inside the mansion comes out and shoes them off.

The PCs may follow the spirit to the Farhof house. If they choose not to follow the spirit, the GM should provide the PCs the opportunity to hear a herald that Lord Farhof has hired the next day to seek out someone to come investigate.

Any attempt to interact with or attack the female spirit results in failure and the PC is required to make an **Average (2d) Discipline check** because of the revenant's **Fear 2 rating** (see core rulebook p.66).

FARHOF HOUSE

Location Card: *Noble's Mansion*

The large house has an ornate "F" on the front door. An attractive blonde woman yells out the front door to shoe off dogs that have gathered nearby.

The woman is Hilda Klernd, the servant of Lord Jacob Farhof.

Although suspicious of people she does not know, she may explain the spirit has come every night for the past two weeks. She does not know why the revenant has come. The priest of Sigmar has sent a worthless witch hunter to investigate and she knows Farhof is looking for new help.

She gauges the PCs interest in speaking with Lord Farhof if they seek employment and invites them inside.



MEETING WITH LORD FARHOF

Lord Jacob Farhof is a lean blonde-haired man in his early 30's. He is dressed in horse riding clothing. He is part of the lesser aristocracy of Ubersreik. His fortunes are not vast, but his horse ranch and lands do provide for his needs.

He paces with his hand on his chin as he addresses the PCs:

Thank you for coming to meet with me at this dreadful time. The vengeful spirit started appearing 5 days ago and haunts us nightly. For their protection, I've sent my wife and 2 children to our summer house South of town. All of my other servants have fled and now only my loyal servant Hilda remains.

I requested help from Priest Gunther Emming of Sigmar, however they sent a man by the name of Andre Vogel. He has been nothing but a patronizing hindrance to even my own investigations. For a witch hunter, his zeal extends only to wild accusations and not to any kind of action. I need men of action to rid me of this haunt! Are you the ones who can help me? Are you men of action?

Farhof interviews the PCs further to make sure that they are not simply common scum. Then he invites them to help end the haunt.

The PCs may have questions for Farhof. Below are some likely questions and their answers.

What's in it for us?

"I'm willing to pay each of you a mercenary's weekly wage upon completion of the job. That is 70 silver shillings. In addition, you'll earn my family's gratitude."

What have your own investigations revealed?

"I do not know where the spirit comes from or where it goes to, but it appears as a woman without a head, in burning clothing. The building itself was built by Gunther van Hel as a lodge for zealots and witch hunters of Sigmar. The only ancestor of mine who was a witch hunter was Thomas Farhof. That was 200 years ago around the time of Magnus the Pious and his great war against Chaos."

Tell us about the current witch hunter?

"Andre Vogel is an insane zealot who is dangerous to have around. He's so clueless that I'll be accused of witchcraft next. He glanced through the house and watched the haunt a few times. Since, he only comes here to say that we still have a haunting and that it must be my fault for not being reverent enough of Sigmar."

Interruption! During the interview or the search of the house the witch hunter barges in and begins to accuse the PCs of incompetent intervention and that Farhof invites doom by not sticking to the path of the witchfinder. Farhof then ushers Vogel out.

A SEARCH OF THE HOUSE

The PCs may search the house with escort by Farhof and Hilda. The house is not terribly large or a noble, but it is comfortably furnished. An Easy (1d) Folklore or Piety check reveals that there is Sigmar symbolism throughout the house. There are no obvious clues inside the house other than the subtle hint that Hilda is Jacob's mistress. Even the library is thin with most of the books having been donated to the city library almost a generation ago. The cellar has a coal chute and a furnace for providing heat.

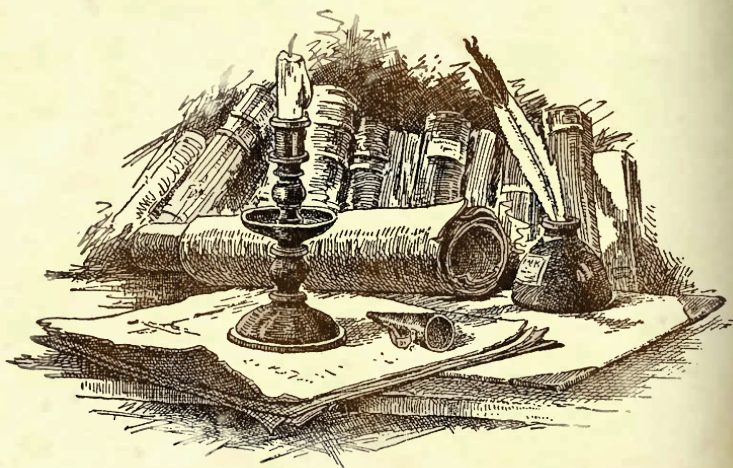
The rear of the house has a walled garden where there are foot prints around the coal delivery pile although there has not been a delivery in a couple weeks. An **Easy (1d) Observation check** reveals a charred skull and jaw bone inside of a cloth bag buried rather shallowly in a coal pile outside.

If the PCs do not find the bag by searching, Hilda finds it later in the day while shoveling coal into the cellar. Lord Farhof brings it to the PC's attention.

Examination of the skull and jawbone requires an **Easy (1d) First Aid check**. Success reveals that the jawbone is larger than what would normally fit in the skull. The age of the skull is very old, has char marks from being burned and also has dirt caked to it as if it was recently dug up.

RESEARCH & FOLKLORE

The PCs may wish to check with local contacts or locations to research their leads. It is important for the GM to reveal to the players that there is a second haunting. These are the most common locations and their numbered location on the **Edge of Night Ubersreik** map.



Folklore of the Citizens of Ubersreik

Characters asking common folk about town can make an **Easy (1d) Folklore or Charm check** to find out that there is a spirit haunting the Farhof family. The recent plague has left the grave diggers unable to put bodies in deep enough so the rumor is that the dead are restless. An **Average (2d) Folklore or Charm check** allows the PC to also find out that there is rumor that the city watch is hiding information on a second haunting.

Other Rumors and News of Late (Mostly heard at the Red Moon Inn)

- Both embalming houses in town were burned to the ground by the ghouls about a month ago. The embalmers were never found and so the rich have had to bury unembalmed bodies in the ground. The Strigoi can only drink the blood of embalmed bodies so this ensured a supply of cleaner noble blood.
- A hunter at the Red Moon Inn has been talking of wolves have been seen scavenging bodies probably dragged from Morr's Field.
- Omens and Portents can be revealed to Zealots, Mystics and Priests on an **Average (2d) Piety or Intuition** check (see Signs of Faith supplement). The GM can tailor these accordingly as harbingers.

Morr's Field, Graveyard (#25)

Location Card: *Morr's Garden*

Father Schadrake Burke is the priest of Morr here and he has two drunkard grave diggers assisting him. Burke takes his job very seriously and does not want people to know that there have been desecrations here, but one of the gravediggers lets the cat out of the bag that there have been wolves at work here digging at the graves and occasionally one or more may have been dragged off.

The walls of Morr's Field are in poor condition and as a result, all manner of vile creatures are able to desecrate the burials here. Although there is a Grave Warden and two assistants, they cannot patrol constantly. A recent epidemic of The Plague has also overwhelmed the gravediggers and many Brass-Tier bodies have had to be buried in shallower graves than usual. He indicates that he has had to enlist the aid of Vunther the Coachman to help with the bodies.

Inspection of the graveyard may reveal clues. An **Average (2d) Observation** check reveals that several graves have been dug up. Most of the footprints around the dug up areas are from wolves and dogs, but there are barefoot human prints (the ghouls) and booted prints (Vunther the Grave Robber) as well.

A second **Average (2d) Observation** check reveals the grave of where the spirits have arisen from (PCs specifically looking for this gravesite do not require a check). It says "*Salvation by fire for witching ~ Uwe and Ella Schiergen ~ 2302 .*" The

grave appears to have been disturbed. All of the bones from the two bodies of this plot are missing. There are both barefoot prints (Ghouls) and booted footprints (Grave Robber)

Town Library at the Temple of Verena (#17)

Location Card: *Scribe's Shop*

High Priest Heinrich Guttenburg requires a fee to enter the town library of 500 brass per person.

An **Average (2d) Education** check allows a character to find the name of Gunther van Hel. He was listed as a witch hunter who was famous for destroying Blood Keep through siege in 1946. The keep was known for being inhabited by a group of knights who had been turned into vampires. They were called Blood Dragons.

The name Thomas Farhof is listed as being apparent on the wall of Magnus' Tower. It indicates that he uncovered a 'conspiracy of questionable worship' of two individuals who are now buried in a witch's grave in Morr's Field. Further reference is noted to be in the archives of Sigmar temple documents.

The Docker's Arms (#6)

Location Card: *Rowdy Tavern*

NPC: *William "Big Willi" Docker is the landlord here.*

The best place to get up to date on rumors and gossip is The Docker's Arms. It doubles as the makeshift guildhall for the Docker's Guild. Although full of rumors and gossip, the dockers can be convinced to reveal that they've seen two strange mists come and go on the river to the south. They also gossip about Vunther the Coachman making a lot of deliveries to the Klex Narnscabber residence.

Watch Barrack Stations (#23)

Location Card: *Noble's Mansion* (modify description for watch station theme)

Captain Andrea Pfeffer accidentally leaks that there is a second hauntings and that the watch is not devoting resources to them as the witch hunter was assigned by the church and has authority in the supernatural.



Magnus' Tower (#22)

Location Card: *Magnus' Tower*

The names of the local heroes of the Great War Against Chaos in 2302 are inscribed in the walls under the name Magnus the Pious. The name Thomas Farhof is on the wall.

Temple of Sigmar (#16)

Location Card: *Temple of Sigmar*

High Priest Gunther Emming does not have time to speak with the PCs, however a lower level priest dismisses them on the premise that a witch hunter has been assigned to the task and that no further assistance is warranted. The priest is gullible however, so an **Easy (1d) Charm or Guile check** ensures that a character with education may have time to do research in the church library.

If there is a Sigmarite zealot or initiate in the party, they can have access to confessions. The confessions of the two spirits were both obtained on the rack.

The first part of the confession is assumed to be a lie, as it was obtained without duress and it states that they were bathed in blood and worshipping a being called Sir Bandic the Blood Dragon.

The second part of the confession was obtained on the rack and speaks of conspiracies of chaos and attempting to overthrow the church of Sigmar and that a hairy beast-like man. The final part of the confession was to supply names of their collaborators, for which an attached note indicates that the collaborators were rounded up at Morr's Field and brought in and also burned at the stake, but that some escaped and were sought at the time of this document.

The confession details the general burial area in Morr's Field of where the spirits remains are. It indicates that the witch hunter or priest of Sigmar's special ritual of damnation was required and applicable writs and seals were attached to the charred remains to ensure that it could not rise from the grave unless disturbed.

An additional document on "reburial" indicates that the ritual and re-attachment of writs and seals must be performed again with all bodily remains included. Only a priest or disciple of Sigmar or a witch hunter can perform the ceremony to re-damn a soul (meaning that a priest of Morr cannot damn a soul).

WITCH HUNTER — ANDRE VOGEL

Andre Vogel is an aging, insane zealot incapable of doing little more than preaching misdeeds. He has forsaken the slouch hat common to his fellow hunters in favor of black bandanna decorated with a red feathered quill (which he occasionally plucks and writes down names of persons his paranoid mind suspects of offenses and blasphemies). Where most witch hunters would be rooting out chaos and burning it at the stake with extreme prejudice, Vogel no longer holds to the ideals of action. His multiple insanities make have made him dismissive, unhelpful, and potentially belligerent.

Vogel's unstable personality also leaves him dangerous to persons around him as he is periodically known to suddenly make wild accusations of misdeeds and set himself to tasks of strange retribution. People know him as the Odd Executioner for he can dream up incredibly bizarre executions such as smothering in rendered fat or forcing a victim to overeat moldy straw until their insides rupture.

The only use he may have to the PCs in this adventure is to instruct them in how to put the spirits back to rest and to lecture them that they are completely wrong in all of their assumptions. He refuses to perform the task for them as a matter of professional insult. The PCs will have to inquire with the High Priest of Sigmar instead.

The witch hunter has been doing some investigation between his insane ranting and also has some intuition that there are larger forces at play. He rants about a beastman with overly long claws having preyed on these parts about the time of the peoples' spirits having been burned at the stake.

Andre Vogel in Act 3

If or when the PCs return from the Blood Dragon's tomb, Andre will approach them with his usual insane ranting, but also tell the PCs that they should watch the graveyard a little closer.

At night, a PC may make a **Hard (3d) Observation** check to spy ghouls stealthily taking a new body. If the PCs don't kill the ghouls outright and track them to their lair, they may be able to discern where the Strigoi is regenerating. The GM will need to decide if he wants the PCs to follow this lead earlier or later in the scenario.

The PCs have multiple chances as the Strigoi needs to feed, and the Grave Wardens at Morr's Field

has some insight into this. Although the ghouls recover corpses from Auerswald as well, the best pickings have been in Ubersreik lately due to the disease outbreak.

TRACKING THE REVENANTS

Location Card(s): *Back Alley, Dirt Road, Wharf District, Deep River, Morr's Garden.*

The revenants take a predictable pattern each dusk from their grave at Morr's Field, through the boat gates on the river and to each the Farhof house and Klex Narnscabber's house respectively. They return to their gravesite before dawn each day.

The gravesite has been disturbed and is empty. Although Vunter the Grave Robber has removed the bones and given them to Klex Narnscabber, the spirits still are bound to their gravesite and disappear into the earth during daylight hours.

Tracking a spirit requires two consecutive **Easy (1d) Observation checks**. The GM may make one an Average (2d) check due to the amount of coal smoke in the air of the town if things seem too easy.

The names of the two spirits are Uwe and Ella Schiergen and their names are on a grave marker in Morr's Field.

The headless female spirit is unable to speak, but wails and moans about the burning pain and unspeakable tortures suffered before her death.

The headless male revenant on the other hand bawls as if on fire, but responds to questions if a PC can compel the creature to respond. In burning screams, he reveals that his skull was stolen by cannibal spirits (he describes the ghouls) and placed at the house. He may reveal that he was burned at the stake for worship of a vampire Blood Dragon named Bandic.

Bestiary: The vengeful spirits are incorporeal and cannot be harmed by the PCs. Anyone moving within engagement range of the spirits is affected by **Terror2**. At higher rank, the GM may decide to make the spirits give

QUIETING THE SPIRITS

Simply putting bones back in the grave does not quiet the spirits. A special ritual only known only to a witch hunter, disciple or priest of Sigmar or Morr must be performed to re-damn the souls. They are otherwise impervious to attacks, threats or coercion.

The specific blessings that work to quiet the spirits once their remains re-interred are any of the following: Sigmar's Light or Sleep of Morr. The GM may wish to require the PCs to find a MacGuffin and have it present at the re-internment. This is an opportunity where a side quest for a special holy item or special writs from the High Priest could occur if the adventure is playing out too linearly.

RESIDENCE OF KLEX NARNSCABBER

Location Card: *Mysterious Cave* (modify for encounter)

NPC: **Klex Narnscabber, Vile Necromancer** (apprentice Grey wizard, physician with Necromantic and dark magic advances)

This two-storey house has all the shutters closed and a 5-foot tall stone wall enclosing a gourd & pumpkin garden in the backyard. There is a cellar where Klex performs his experiments and autopsies.

There are two likely ways the PCs would end up at this house. First, they may find out through investigation of the town. Secondly, there may follow the male spirit arising from the grave.

Read the following for PC's following a revenant to this house:

Dogs chase this revenant to a residence with jack-o-lanterns on either side of the front door, but stop a few houses away and continue to bark from there. It stops in front of the residence where a man sits in the doorway studying it and picking at his teeth.

After a moment of calmly studying the spirit, he kicks a pumpkin into the street, casually goes inside and closes the door.

Klex casually answers the door if the PCs knock. He feigns ignorance of all activities and says he is just a humble physician.

PCs staking out the location will probably observe Vunter delivering a fresh corpse at some time, which he slides down the coal chute. He then collects his money from Klex at the front door.

The upstairs floor of the house is a small with a bedroom and a closet. The closet contains normal medical supplies. The main floor contains the kitchen, dining, and living areas. A privy is out back of the house.

The door to the cellar is reinforced with a chain and lock. An **Average (2d) Skullduggery or Athletics check** is required to pick or break the lock.

Klex spends most of his time in the cellar. It contains an area dedicated to anatomy experiments as well as a cage draped in cloth. There are several barrels containing pickled body parts and chemicals. There is a heap of dark body bags near a desk and bench. A workbench has a partially- dissected corpse covered with a sheet.

Zombies are both in and behind the covered cage. They will attack anyone other than Vunter or Klex who enters the room. The number of zombies is up to the GM to determine.

Items of interest down here include:

- Klex's notes and research journal (see below). The words "treasure," "loot" and "power" appear plainly, but the remainder is written in an odd shorthand which requires one or two successful **Average (2d) Education check** to interpret. This is a major clue to the remainder of this scenario and it is important that the PCs find and interpret it.
- A bag of dirt-encrusted bones with a paper label that reads, "remains of the spirits that haunt here and the Farhof mansion."
- A chunk of black rock, streaked with green is inside of a cheap wooden box. A note inside says, "A gift to you for your hospitality to the Strigany. May it aid you in solving the mysteries of death." A character with relevant background may attempt an **Average (2d) Intuition or Magical Sight check** to determine that it may be Warpstone. A chaos star result will lead the character to believe that it is real warpstone. Klex believes it to be genuine and possibly useful in his quest to find and control the Blood Dragons.
- There is also a very decayed skull wrapped in gauze and sitting on his desk. Klex discovered the ghoulish skull in his gourd patch. The skull belongs to the male spirit and haunts whoever carries it. Examination of the skull and jawbone requires an **Easy (1d) First Aid check**. It is clear that the jawbone is smaller than the skull.
- A small selection of Herbs & Medicines from p.20 of *Liber Infectus*.

- Two Healing Draughts from p.65 of the Core Rulebook.

Bestiary:

- **Klex Narnscabber – Physician, Apprentice Wizard (Grey)** (use sorcerer of Tzeentch p.26, Liber Mutatis or Wizard from the core set). He has some dark magic ability as well as some necromantic magical abilities.
- **Patchwork Zombies** (use Zombie in Core)

Klex Narnscabber, Vile Doctor

Klex began as an apprentice wizard of the Grey Order, but left it to pursue his interest in dead things through the Physician's Guild. His recent expulsion has angered him and he has begun studying dark magic. His study of dying and the dead has lead him down the dark path of necromancy and speaking with the dead.

He has recorded his spirit inquiries extensively in his journal and has formulated a map of where the Blood Dragon tomb is located. He intends to go there in the next few days. Narnscabber is perplexed why he is unable to command the spirits, even with his magic and possession of the remains. He is unaware that the spirits are under the command of the Strigoi.

Narnscabber's Journal

The PCs can easily discover his journal. Entries detail how he was obtaining corpses through Vunter Morsheiver. Vunter knows a secret passage under the wall to Morr's Field. In addition to his anatomical studies, he has been practicing a dark magic ritual that allows him to speak with the dead. He has found out that there is a tomb of a Blood Dragon named Sir Bandic nearby that he may be able to animate and command the creature. There is a passage where he details a discussion with a ghoulish in Morr's Field in which the ghoulish did most of the questioning and asked for nothing in return.

He goes into some detail about the fact that the Blood Dragon was a vampire destroyed at the Siege of Bloodkeep in 1946. If he was not completely destroyed, he is probably in

regenerative stasis which according to ancient texts can take 1000 years.

His most recent entry shows that his house has been haunted by the spirit of someone convicted of witchcraft 200 years ago. He sent Vunter again to Morr's Field to gather the bones of the spirit as well as a female that was buried with him. Brief communications with the spirit have brought up the name Gorash. Gorash does not appear in any of the books in the Verenian library and he notes he will need to secure more funds before he can make a tithe large enough to secure entry to the Sigmar library.

In the meantime he has secured passage by coach to head south to try to find the Blood Dragon's burial location.

VUNTER MORSHEIVER — GRAVE ROBBER-COACHMAN AND THE OLD ORCISH TUNNEL

Location Card: *Secret Passageway*

Vunter works as a local town-coachman during the day and at night uses a sewer and old, unrepaired siege tunnel under the wall to sneak off to Morr's Field to dig up and haul bodies to the Physician's Guild, Wizard's Way and recently Klex Narnscabber. Vunter always carries an iron holy symbol of Sigmar and bottle of good quality spirits to ward off bad dreams.

Bestiary: NPC Specialist (ToA p.68).

ACT TWO — THE BLOOD DRAGON TOMB

The PCs may have some incentive to seek out and destroy the Blood Dragon. First, the tomb is very nearby the Farhof mansion so Lord Farhof may wish to send them there to check on his family or bring them back to Ubersreik. Second, their party type may give the GM some ideas on where to start.

RESEARCHING THE BLOOD DRAGONS

Verenian Library has a historical book entry regarding that the Blood Dragons were vampire knights, that they inhabited Blood Keep (see timeline appendix) and that their keep was destroyed.

Temple of Sigmar or the witch hunter has all the information the PCs may need about the Blood Dragons and how to defeat them (symbols of Sigmar, holy water, etc.). It should be stressed to the players that the stories of Blood Dragons tell of dozens of men being destroyed in battle for each Blood Dragon fought.

Lord Farhof can describe the territory around his cottage. He knows of an old graveyard and ruined keep on a cliff over the river. This is the location of the tomb (also according to Klex's notes).



TRAVEL TO THE SOUTH

Travel to the south is along the Karak Azgaraz road along the Teufel river. The PCs making an **Easy (1d) Nature Lore check** will notice that there are many bats along this road. A **Hard (3d) Intuition check** will grant a PC the impression that the bats are following them.

The road to Karak Azgaraz is frequented by dwarf and human traders, and the GM should plan encounters accordingly.

THE FARHOF SUMMER COTTAGE AND RANCH

Location Card: Noble's Mansion

Lord Farhof's family is staying in this large cottage. The group consists of two servants, a coachman/groom, Lady Irena Farhof, and her two small children (Ingrid and Klaus). They are safe for the time-being.

Horses and related equipment are for sale here for the following prices: Light Warhorse (10 gc), Riding Horse (5 gc), Nag (3 gc). Riding equipment such as saddles, blankets, bit & bridle cost 1 gc for basic and 3 gc for military-style.

THE TOMB OF THE WEAKENED BLOOD DRAGON

Location Card: Crumbling Ruins

Approximately 2 miles south of the Farhof Cottage are the very dilapidated ruins of a small keep on a cliff overlooking the river. The entrance to the labyrinthine under-portion of the keep is through a bent gate at the base of a destroyed tower. Rodents, vermin, insects and worms of all kinds are attracted to this location and swarm about its stones and undergrowth.

ROOM 1: UNSTABLE ENTRY CHAMBER

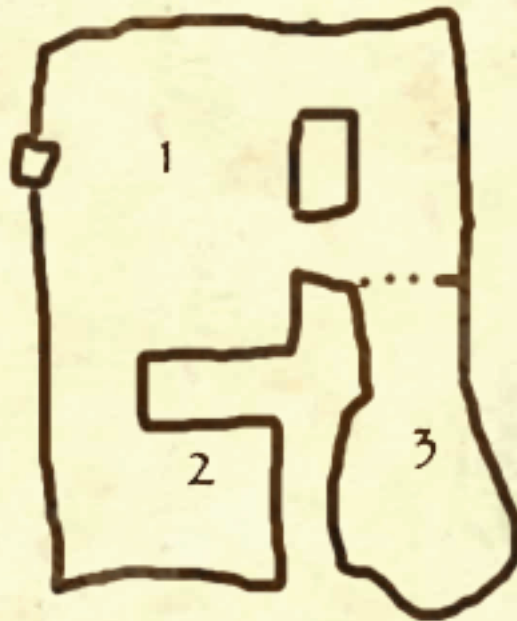
Location Card: Crumbling Ruins

This dark, underground chamber has rubble strewn about and appears in utter ruins. The floor is covered in bat guano and bats fly about the room.

Skeletons here attack anything that enters. If the PCs use any Sigmarite magic, Sir Bandic rises from his grave to assist his defenders a round or two into combat (see Room 3).

An **Easy (1d) Observation check** of the frescoes identifies a single Blood Dragon with an encircled skull on the shield as the primary figure in this painting.

Bestiary: Skeletons (under mental control of the Blood Dragon in his regenerative stage).



ROOM 3: SIR BANDIC'S TOMB

Location Card: Mausoleum

This mausoleum is covered in cobwebs and smells of ground bone. A large sarcophagus sits centrally in the room.

Sir Bandic is aware of his surroundings but will awaken slowly.

The difficulty of this encounter will have to be tailored to fit the party. Although he will enter combat wearing plate armor and shield and wielding a massive sword. He is currently still weak and only half-regenerated, leaving him an easier target for the PCs.

He will accuse the PCs of having been sent by Gorash the Beast, as none other would reveal the location of a kindred vampire. A **Daunting (4d) Education or Folklore check** may allow a PC to recall some fact about Gorash or the Strigoi.

Bestiary: Sir Bandic Jospovic the Blood Dragon - Vampire (weakened). Use Stitchhelm's Skeleton from The Gathering Storm or Chaos Warrior from

the Core set. The GM should modify them to fit the theme and remove 2-3 wounds simply because of his weakened status.

Loot

The GM may tailor the loot recovery in this room and if necessary, the armor and weapon could turn to rust or be weakened upon his death.

Development

The death of Sir Bandic (or the death of the party) will be relayed back to the Strigoi by bats. The PCs have no obligation to pursue the Strigoi, but curiosity might get the better of them.

Upon return to the Farhof manor, they will get their reward. The witch hunter will also be awaiting their return and will reveal information about the ghouls as a source to find Gorash.



The Blood Kiss

The manner by which a Vampire turns a mortal into another Vampire, known as the Blood Kiss, the Dark Awakening, Turning and Red Ascension, this process is believed to involve the exchange of blood in some fashion. The Blood Kiss is a highly secretive and personal affair, possibly unique to every Vampire..

~ The Vampire Counts, G.W. 2008; by Gav Thorpe

ACT THREE — THE STRIGOI LABYRINTH

This portion of the scenario is available for GMs who wish to have the PCs pursue the third act of the storyline or have a recurring villain.



RESEARCHING THE STRIGOI

If the PCs take a moment to research the Strigoi, the Town Library doesn't have anything. The Temple of Sigmar and the witch hunter can be sources to find out the basics of the Strigoi as the GM see's fit.

THE STRIGANY GYPSIES

If the PCs think to ask traveling Strigany mystics or seers, they find out advanced secrets about the Strigoi bloodline and their past link to the badlands south of the empire and subsequent fall from civilization. The adventure, *The Horror of Hugeldal* in the **Signs of Faith** supplement contains information on a Strigany camp if the GM so chooses to include it.

THE GHOULS (IF ENCOUNTERED AT MORR'S FIELD)

Location Card: *Crumbing Ruins, Mausoleum*

Bestiary: Crypt Ghoul (TOA 64-5)

Bestiary: Crypt Ghoul Leader (same, but leader) named Klovarach

The ghouls continue to make regular forays into Morr's Field to collect corpses for their master and may be tracked back to the Macabre Court and regeneration chamber of Gorash.

The ghouls are simple servants of the Strigoi. They are very old and gaunt with full bellies of new feed. Their association with Gorash has left them with deformed bodies. Some appear like hairless, rat-like vermin-men. Others appear with bat-wing-like flaps of skin under their arms and greatly enlarged ears.



The ghouls have been body snatching Morr's Field's freshest corpses so the Strigoi can feed

without attracting attention (Strigoi prefer the blood of the dead). This has given them run-ins with the protectors of Morr's Field as well as the Grave Robber working with the Necromancer. They have become wary of attracting attention and are difficult to track if they know they are being pursued.

DAYTIME GHOUL LAIR

Location Card: Forest Glade

The ghouls can be tracked back to their daytime lair, which is just a few miles north of Ubersreik. It is a foggy marsh in a dense are of woods that is devoid of animal life. A strange green glow filters down through the trees here.

The ghouls usually keep the bodies on the island in the middle of the marsh until a second set of ghouls can transport the bodies to Gorash's Macabre Court in the Hagercrybs. The island is littered with refuse and clothing torn from the bodies as well as bones and visceral parts from their own hungry needs.

An **Average (2d) Observation check** is required to track the ghouls north to Gorash's lair.

Bestiary: Ghouls lurk in the marsh grasses and emerge from the murky, weedy water to attack intruders.

MACABRE COURT IN THE HABERCRYBS

Location Card: Forest Glen

The Hagercrybs are forested hills with depleted mines and 3000 year-old Unberogen and even ancient elven burial cairns (all reported to be haunted). Gorash found one of these cairns to be an excellent place to rest in stasis while his ghouls worshipped him like a god and kept watch for Blood Dragons

The macabre court to the Strigoi is a labyrinthine cavern filled with parts and pieces of the blood drained dead mixed with hundreds of years of odd items. An **Average (2d) Observation check** is required to avoid getting lost in the caverns. Lost PCs will be the target of hit-and-run tactics by the ghouls and Gorash, should the GM decide that he remains to fight the PCs.

Entrance by the PCs will excite the bats, who fly in deeper to warn Gorash and the ghouls. The bats and rats that are rife with disease (See **Signs of Faith** for disease rules).

Bestiary (as needed)

- Gorash the Strigoi (use Gristlegore from p.52 Edge of Night except Int is 5 and 20 wounds or a Wargor with an Int of 5 and 20 wounds).
- Crypt Ghouls
- Zombies
- Rat swarm (from Edge of Night)

Loot: The GM may tailor findings relevant to the needs of his campaign. The ghouls have been bringing odds and ends of treasures here to decorate the macabre court for centuries so descriptions can fit accordingly. There may be magically-imbued trinkets here as well.



Gorash

Gorash was originally from a trading clan in the Badlands. He was created by Urzen the Unrelenting (see Night's Dark Masters) about 300 years ago and was taught the ways of sending Vampire hunters against the hated Lahmians.

At some point, a run-in with Sir Bandic the Blood Dragon caused him to break his vow of only sending the hunters against Lahmians. He has sworn an eternal vow against the Blood Dragons as well and probably played a part in the destruction of Blood Keep.

He was careless shortly after the destruction of the keep and also was nearly completely destroyed by a witch hunter from Ubersreik so he has been in hiding since with ghoulish spies watching out for Blood Dragon activity. When he heard that the regeneration tomb of Sir Bandic had been located, he awoke from his slumber and began his own slow regeneration process.

His bloodline has left him a near-complete abominated monstrosity. He has bat like ears, a canine jaw, short tail, and massive claws on his graying, hairless flesh.

The GM always has the option to allow Gorash to escape and become a recurring villain, or as a significant combat opponent; not to be underestimated to be sure!



DEVELOPMENT AND CONCLUSION

Upon the removal of the haunting and the destruction of the Blood Dragon, the PCs will have gained a **Favoured Customer Rating** WITH Lord Farhof (see Hagglng rules in the Core Rulebook).

Proof of destruction of Sir Bandic and/or Gorash will also establish good relations between the PCs and the high priest of Sigmar and other relevant figures.

They will however also earn the watchful eye of Andre Vogel, the witch hunter, who will always suspect them (and everyone else) of heresy.

Vampire and Chaos Hunting Organizations

The GM also has the opportunity to involve the PCs in the activities of vampire and chaos hunting organizations that have appeared in previous editions of the WFRP game. Some are listed below with their original sourcebook and page.

- The Andanti Vampire Hunter Society –Night's Dark Masters (NDM) p.15
- Dreamwalkers of Morr, Vampire hunters– Shades of Empire p. 28
- Tsaravich Pavel Society of Vampire hunters – NDM p.14
- Fellowship of the Shroud - NDM pages 14 & 96 and Career Compendium (CC) p.8
- Ordo Fidelis of Witch Hunters (Sigmar)– Ashes of Middenheim and Tome of Corruption (TOC) p. 123
- Sigmarite Exorcists – TOC p. 126
- Imperial Office of the Witch-Finder General - CC p.230
- Cloaked Brotherhood Chaos Hunters – Tome of Corruption p. 126 and CC p.51

APPENDIX II

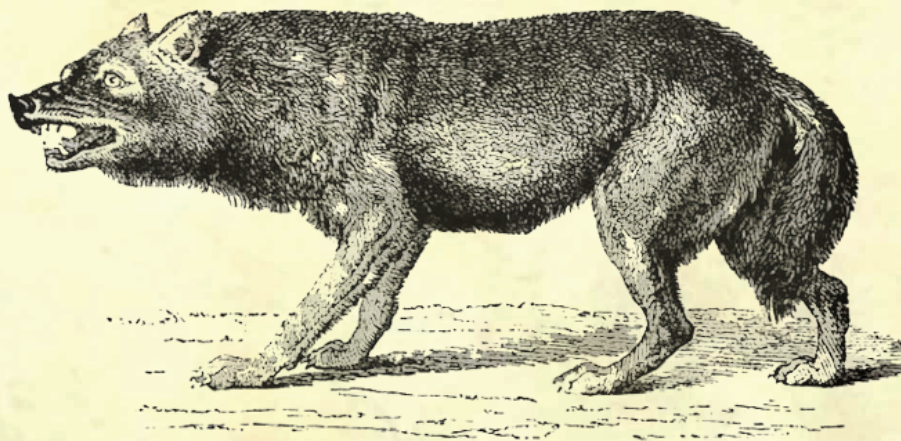
TIMELINE RELEVANT TO THIS SCENARIO

- -950 The Vampire descendants of Ushoran (the Strigoi) scatter.
- 15 – Sigmar Defeats the Vampire Nagash
- c.1918 – Sir Bandic wrongs Gorash (while they were both still human).
- c.1920 - Sir Bandic the Blood Dragon given vampirism by Walach Harkon
- c.1920 Gorash the Strigoi given Vampirism by unknown Strigoi From the Vampire Counts army book page 30:
- 1887: Walach Harkon arrives at Blood Keep and in one night defeats their best warriors. He slaughters the unworthy, but spares a few and turns them into Vampires.
- 1943: witch hunter Gunther van Hel assaults Blood Keep with an army drawn from several Imperial provinces
- 1946: Blood Keep falls to the Imperial siege. Walach Harkon and several of his followers escape the pursuing forces of the Empire
- 2010 Vampire wars start
- c.2310 Magnus the Pious rebuilds the town, builds the bridge,
- 1707 - Ubersreik razed to the ground by Gorbak Ironclaw
- 2302 – Great War Against Chaos - Ubersreik Attacked from within by nobles in the Cult of Eternal Promise and externally by Greenskins during Great War Against Chaos
- **2521 – The Current Year**
- 5 days ago - Hauntings Start at Farhof Mansion
- 3 days ago - Klex Narnscabber speaks with dead and discovers location of Sir Bandic the Blood Dragon
- Today – PCs are in the Marketstrasse

APPENDIX III

ADDITIONAL REFERENCES AND SUGGESTED READING

- Edge of Night (Fantasy Flight Games)
- Warhammer: Vampire Counts, 2001 and 2008 editions (Games Workshop)
- <http://warhammeronline.wikia.com/wiki/Timeline>
- WFRP 2nd Edition Night's Dark Masters (Games Workshop)



APPENDIX IV

NUMBERED MAP LOCATIONS

IN UBERSREIK AND ASSOCIATED NPCs

GMs wishing to incorporate more of the Ubersreik map from The Edge of Night scenario are encouraged to use this handy reference summary.

1. Bridge over the River Teufel -p.13
2. Customs House -p.14
 - a. Urnst Geldfinger
3. Red Moon Inn -p.14
 - a. Franz Lohner, Owner
 - b. Vern Hendrick, Valet
4. Rugger's Boarding House - p.14
 - a. Gram'ma Anna Rugger
5. Boatmen's Guild - p.14
 - a. Robbo Brambledown, Cook
 - b. Frederick 'Fritz' Langenhorn, Guildmaster
6. The Docker's Arms - p.15
 - a. William 'Big Willi' Docker, Landlord
7. Guild of Boatbuilders & Chandlers -p.15
 - a. Kurt Prochnow, Guildmaster
8. Temple of Ranald - p.15
 - a. Johann Gutman, Docker
9. Butcher's Guild - p.16
 - a. Hermann Schlachter, Guildmaster
10. Metalworkers' Guild - p.16
 - a. Johann Brass, Guildmaster
11. Carpenter's Guild - p.16
 - a. Ernst Zimmerman, Guildmaster
12. Axe and Hammer Inn (Dwarf Quarter) - p.17
 - a. Grodni Surehammer, Dwarf Elder
 - b. Piotr Koch, drunkard
13. Borgun's Brewery - p.18
 - a. Borgun Foambeard, Brewer
14. Market Square - p.18
15. Town Hall - p.18
 - a. Ernst Maler, Burgomeister
 - b. Fritz Schnell, Servant
16. Temple of Sigmar - p.19
 - a. Gunther Emming, Priest
17. Temple of Verena - p.19
 - a. Heinrich Gutenberg, Priest
18. Temple of Shallya - p.19
 - a. Marianne Altenblum, Preistess
19. The Physician's Guild - p.19
 - a. Physicians: Otto Krupp, Bernhardt Bayer, Herman Neubaum
20. Merchant's Guild - p.19
 - a. Shrine to Handrich
 - b. Alfred Karstadt, Guildmaster

- c. Karstadt family
- d. Baruniger family
- e. Hertie family
- f. Muller family
21. The Waterfall (inn) -
22. Magnus's Tower - p.20
 - a. Erwin Blucher, Captain
 - b. Field Marshal Antonin Seiber of the Reiksguard
23. Watch Barrack Stations (multiple locales) - p.21
 - a. North Docks station
 - b. South Docks station
 - c. The Hill station
 - i. Captain Andrea Pfeffer
24. The Emperor's Rest Hostel - p.21
25. Morr's Field - p.22
 - a. Schadrake Burke, Priest
 - b. (2) Gravedigger/Initiates
26. Baron Manfred von Holzenauer's Mansion - p.27
27. Aschaffenberg Mansion - p.26, 36
 - Lord Rickard Aschaffenberg
28. Von Bruner Mansion - p.30
29. The North River Tower - p.13
30. Madame Beaumarteau's Clothier/Costume Shop - p.21
 - a. Madame Beaumarteau, Costumer
31. (31) The Bridge House - p.17
 - a. Gunther Abend, Proprietor

Un-numbered Locations in Ubersreik

- The South River Tower (view on p.10 picture) p.13
- East Gate (to Karak Azgaraz and Dunkelburg Road) p.13
- West Gate (Bogenhafen Road and Grey Lady Pass) p.13
- North Gate (northwest of river to Auerswald) p.13
- Wizard's Way, Street (Artisan Quarter) - p.16
- Grey Wizard's Tower (Artisan Quarter) -p.16
- Wizard's Way Apothecary Shop - p.16
- Old Bauer House - p.20
 - Lorith Silverleaf, Envoy
- The Sewers - p.22
 - Noseless Brandt, Chief Sewer Jack
- Quarters
 - The Docks - p.13
 - The Artisan Quarter - p.16
 - The Dwarf Quarter - p.17
 - The Market Square - p.18
 - The Merchant Quarter - p.19
 - The Precinct - p.20
 - The Hill - p.21
 - The Sewers - p.22



PREGENERATED CHARACTERS

by Jay Hafner

AGENT - DIEL VON HUMBOLDT

REIKLANDER HUMAN AGENT



Wound Threshold: 12

Career Abilities: Agent

Advanced Skills: Edu (acquired)

Skill Specialisations: Diplomacy (Charm)

Talent Cards: I Know a Guy... (Reputation), Gregarious (Reputation), I Seem to Recall... (Focus)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Scrutinise (Sup), Formal Diplomacy/Informal Carousing (Sup)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2 (5sp)

Weapons: Unarmed DR3/CR4
Short Sword (Hand Weapon) DR5/CR3, Enc3
Dagger DR4/CR3, Fast, Enc2 (10s)

Other Equipment: Wealth: (Comfortable) Travelling clothes (Uniform), rucksack, extra clothes (fine-looking, diplomatic 4 sp), knick knacks, cologne (1s), purse (1s). Coins: 1g, 83s.

Birthplace: Altdorf (Mercantile)

Current employer: In service to the Mistress of Graf Ferdinand von Wallenstein of Auerswald

Reputation

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

3 0

Agility

3 0

Intelligence

4 0

Willpower

2 0

Fellowship

4 0

Skill Char

Athletics St ☐☐☐

Ballistic Skill Ag ☐☐☐

Coordination Ag ☐☐☐

Intimidate St ☐☐☐

Resilience To ☐☐☐

Ride Ag ☐☐☐

Skulduggery Ag ☐☐☐

Stealth Ag ☐☐☐

Weapon Skill St ☐☐☐

Charm Fel ☒☐☐

Discipline WP ☐☐☐

First Aid Int ☐☐☐

Folklore Int ☐☐☐

Guile Fel ☒☐☐

Intuition Int ☐☐☐

Leadership Fel ☐☐☐

Nature Lore Int ☐☐☐

Observation Int ☐☐☐

Fortune 3

AGITATOR - DIEBOLD TOPFER

REIKLANDER HUMAN AGITATOR



Wound Threshold: 12

Career Abilities: Agitator

Skill Specialisations: Politician (Leadership)

Talent Cards: Charismatic (Rep), Social Butterfly (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Perform a Stunt, Ranged Shot

Special Action Cards: Fluster (support), Honeyed Words (sup), Inspiring Words (sup)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Swagger Stick, weighted (Hand Weapon) DR5/CR3, Enc3
Sling DR4/CR3, Long range. 12 bullets, Enc1 (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, printed pamphlets (1s). Graffiti kit (1s). Coins: 192s.

Birthplace: Altdorf (Lower Class Area)

Current activities: Pamphleteer and newssheet vendor against an idealistic vendor that he secretly admires.

Reputation

Reputation

Characteristics

Basic Skills

Fatigue

Stress

Strength

2 0

Toughness

3 0

Agility

3 0

Intelligence

4 0

Willpower

3 0

Fellowship

4 0

Skill Char

Athletics St ☐☐☐

Ballistic Skill Ag ☐☐☐

Coordination Ag ☐☐☐

Intimidate St ☐☐☐

Resilience To ☐☐☐

Ride Ag ☐☐☐

Skulduggery Ag ☐☐☐

Stealth Ag ☐☐☐

Weapon Skill St ☐☐☐

Charm Fel ☒☐☐

Discipline WP ☐☐☐

First Aid Int ☐☐☐

Folklore Int ☐☐☐

Guile Fel ☒☐☐

Intuition Int ☐☐☐

Leadership Fel ☒☐☐

Nature Lore Int ☐☐☐

Observation Int ☐☐☐

Fortune 3

APOTHECARY - ISOLDE MAURER

FEMALE, REIKLANDER HUMAN APOTHECARY

Stance Meter:

Wound Threshold: 13

Career Abilities: Apothecary

Skill Specialisations: Identify Plants (Nature), Chemicals (Nature)

Talent Cards: I Seem to Recall (Foc), Contemplative (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Perform a Stunt, Ranged Shot

Special Action Cards: Scrutinise, Splints & Bandages

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Sickle (Hand Weapon) DR5/CR3, Enc3
Sling DR4/CR3, Long range. 12 bullets, Enc1 (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, trade tools (10s), two healing draughts (20s each). Coins: 164s.
Herbs & Medicines (Lib.Inf. p.20): (none)
Encumbrance Limit: 10

Birthplace: Rural Auerswald (Hagercryb Hills)

Favorite herbs: Edible ones

Characteristics

Basic Skills

Fatigue

Strength

2

0

Toughness

4

0

Agility

3

0

Intelligence

4

0

Willpower

3

0

Fellowship

3

0

Stress

Skill

Char

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Intimidate

St

Resilience

To

Ride

Ag

Skullduggery

Ag

Stealth

Ag

Weapon Skill

St

Charm

Fel

Discipline

WP

First Aid

Int

Folklore

Int

Guile

Fel

Intuition

Int

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

BAILIFF - WALBRECHT MANN

REIKLANDER HUMAN BAILIFF

Stance Meter:

Wound Threshold: 13

Career Abilities: Bailiff

Skill Specialisations: Interrogation (Intimidate)

Talent Cards: Skeptical (Foc), Notorious (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Insulting Blow (melee), Fear Me (support), Twisting Words (Support)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Broadsword (Hand Weapon) DR5/CR3, Enc3 (25s)
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4

Other Equipment: Wealth: (Comfortable) Travelling clothes (good), rucksack, extra clothes, knick-knacks, Writ of Representative of Noble. Coins: 170s.
Encumbrance limit: 15

Birthplace: Castle Grauenburg

Favorite saying: "It's a fair deal if you take care of this now."

Characteristics

Basic Skills

Fatigue

Strength

3

0

Toughness

4

0

Agility

2

0

Intelligence

3

0

Willpower

3

0

Fellowship

4

0

Stress

Skill

Char

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Intimidate

St

Resilience

To

Ride

Ag

Skullduggery

Ag

Stealth

Ag

Weapon Skill

St

Charm

Fel

Discipline

WP

First Aid

Int

Folklore

Int

Guile

Fel

Intuition

Int

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

APPRENTICE WIZARD - LANWIN VON BRAUN

REIKLANDER HUMAN APPRENTICE WIZARD

Stance Meter:

Wound Threshold: 12

Career Abilities: Apprentice Wizard

Advanced Skills: Channelling (trained), Education (Acq), Spellcraft (trained) (Errata: Channel & Spellcraft start acquired)

Skill Specialisations: Rank 1 spells (Spellcraft), "By College Order" (Channelling)

Talent Cards: Wizard Order (Order)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot. BASIC MAGIC: Channel Power (basic), Cantrip (basic), Counterspell (basic), Magic Dart (basic)

Special Action Cards: (3) Rank 1 Spells (spell)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1 (Whenever making a Channelling (WP) or Spellcraft (Int) check, an arcane caster must add to his dice pool for each point of soak)
Order Robes: Def 1/Soak 0, Enc 2, (5s)
Buckler: Defence 1 / Soak 0, Enc 2, (20s)

Weapons: Unarmed DR3/CR4

Order Sword (Hand Weapon) DR5/CR3, Enc3

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, odd spell components, printed book on magic theory (1g). Coins: 75s.
Encumbrance Limit: 15

Birthplace: Altdorf

Current activities: Nose buried in the books.

Order

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

3

0

Toughness

3

0

Agility

3

0

Intelligence

4

0

Willpower

4

0

Fellowship

2

0

Skill

Char

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Intimidate

St

Resilience

To

Ride

Ag

Skulduggery

Ag

Stealth

Ag

Weapon Skill

St

Charm

Fel

Discipline

WP

First Aid

Int

Folklore

Int

Guile

Fel

Intuition

Int

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

BARBER-SURGEON - ALBRECHT ZIMMERMANN

REIKLANDER HUMAN BARBER-SURGEON

Stance Meter:

Wound Threshold: 12

Career Abilities: Barber-Surgeon

Skill Specialisations: Tend Normal Wounds (First Aid), Tend Critical Wounds (First Aid)

Talent Cards: Confident (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Perform a Stunt, Ranged Shot

Special Action Cards: Splints & Bandages (Support), Inspiring Words (Support), Insulting Blow (Melee)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Def0/Soak2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Dagger DR4/CR3, Fast, Enc2

Sling DR4/CR3, Long range. 12 bullets, Enc1 (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, leather apron, surgical & grooming tools (100s). Coins: 94s.
Encumbrance Limit: 10

Birthplace: near Bogenhafen

Current activities: he's attempting to perfect a bloodletting action that's somewhat outside the norm.

Reputation

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

2

0

Toughness

3

0

Agility

3

0

Intelligence

4

0

Willpower

3

0

Fellowship

4

0

Skill

Char

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Intimidate

St

Resilience

To

Ride

Ag

Skulduggery

Ag

Stealth

Ag

Weapon Skill

St

Charm

Fel

Discipline

WP

First Aid

Int

Folklore

Int

Guile

Fel

Intuition

Int

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

BOATMAN - HORST EULER

REIKLANDER HUMAN BOATMAN

Stance Meter:

Wound Threshold: 12

Career Abilities: Boatman

Skill Specialisations: Weather (Nature Lore)

Talent Cards: Quick Wits, Weatherbeaten

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Acrobatic Strike, Knockback Shot, Improved Dodge

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Cutlass (Hand Weapon) DR5/CR3, Enc3 (25s)
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4; 12 bolts, Enc2 (2s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks. Coins: 170s.
Encumbrance limit: 20

Birthplace: Grissenwald

Current activities: He is assisting with very tedious and boring tows along the river Reik.

Characteristics

Basic Skills

Fatigue

Strength

4 0

Skill Char
Athletics St

Ballistic Skill Ag

Coordination Ag

Toughness

3 0

Intimidate St

Resilience To

Ride Ag

Agility

4 0

Skulduggery Ag

Stealth Ag

Weapon Skill St

Intelligence

2 0

Charm Fel

Discipline WP

First Aid Int

Willpower

3 0

Folklore Int

Guile Fel

Intuition Int

Fellowship

3 0

Leadership Fel

Nature Lore Int

Observation Int

Fortune 3

BOUNTY HUNTER - GREIMOLD REMARQUE

REIKLANDER HUMAN BOUNTY HUNTER

Stance Meter:

Wound Threshold: 12

Career Abilities: Bounty Hunter

Skill Specialisations: Tracking (Observation), Ambush (Stealth)

Talent Cards: Relentless Pursuit (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Immobilizing Shot (Ranged), Find Weakness (Support), Grapple (Melee)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4; 12 bolts, Enc1
Mace (hand weapon), DR5/CR3, Enc4 (25s)
Net DR-/CR-, Close, Entangling, Enc3, (3s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, manacles (10s), 10 yards of rope (2s). Coins: 150s.
Encumbrance Limit: 15

Birthplace: Helmgart

Current activities: Western Reikland and eastern Reikland

Characteristics

Basic Skills

Fatigue

Strength

3 0

Skill Char
Athletics St

Ballistic Skill Ag

Coordination Ag

Toughness

3 0

Intimidate St

Resilience To

Ride Ag

Agility

4 0

Skulduggery Ag

Stealth Ag

Weapon Skill St

Intelligence

4 0

Charm Fel

Discipline WP

First Aid Int

Willpower

2 0

Folklore Int

Guile Fel

Intuition Int

Fellowship

3 0

Leadership Fel

Nature Lore Int

Observation Int

Fortune 3

BURGHER - UTO REINHARDT

REIKLANDER HUMAN BURGHER

Stance Meter:

Wound Threshold: 12

Career Abilities: Burgher

Advanced Skills: Tradecraft (acquired), Education (acq.)

Skill Specialisations: Hagglng (Charm), Local Customs (Folklore)

Talent Cards: Resourceful (Rep), Connected (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: I Thought We Were Friends (Support), Winning Smile (Sup)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance.
Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts.
Superior Craftsmanship Quarterstaff DR4/CR4, Defensive, 2-handed, Enc3 (GM may grant ☐ (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes (trade), knick-knacks, Abacus (10s), Lantern & oil (2s), Trade Tools (10s). Coins: 1g,72s. Encumbrance Limit: 15

Birthplace & current activities: Auerswald

Reputation

Reputation

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

3 0

Agility

3 0

Intelligence

4 0

Willpower

2 0

Fellowship

4 0

Skill Char

Athletics St ☐☐☐☐

Ballistic Skill Ag ☐☐☐☐

Coordination Ag ☐☐☐☐

Intimidate St ☐☐☐☐

Resilience To ☐☐☐☐

Ride Ag ☐☐☐☐

Skullduggery Ag ☐☐☐☐

Stealth Ag ☐☐☐☐

Weapon Skill St ☐☐☐☐

Charm Fel ☒☐☐☐

Discipline WP ☒☐☐☐

First Aid Int ☐☐☐☐

Folklore Int ☒☐☐☐

Guile Fel ☐☐☐☐

Intuition Int ☐☐☐☐

Leadership Fel ☐☐☐☐

Nature Lore Int ☐☐☐☐

Observation Int ☐☐☐☐

Fortune 3

COACHMAN - LEO SCHLIEMANN

REIKLANDER HUMAN COACHMAN

Stance Meter:

Wound Threshold: 13

Career Abilities: Coachman

Advanced Skills: Animal Handling Acquired (Fel)

Skill Specialisations: Wagons/Carriages (Ride)

Talent Cards: I'll Sleep When I'm Dead (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Snap Shot, Knockback Shot, Improved Dodge

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance.
Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Def0/Soak1, Enc1
Brigandine: Def1/Soak1, Enc5 (20s)

Weapons: Unarmed DR3/CR4
Sabre DR5/CR3, Enc3 (Add ☐ to attacks when mounted)
Blunderbuss DR5/CR2, Rng close, Blast, Reload, 2-handed, Unreliable 2, Enc 4 (2g);
Shrapnel & powder (12 shots), Enc1 (12s)
Dagger DR4/CR3, Fast, Enc2. (thrown DR4/CR4/close

Other Equipment: Wealth: (Affluent) exceptional travelling clothes (oilskin), sturdy satchel, second set of clothes, healing draught, dagger and a few knick-knacks such as candles and a tinderbox. Coins: 268s
Encumbrance Limit: 15

Birthplace: Kemperbad

Current coach line: Rachett Lines of Altdorf (a dilapidated shadow of its former self)

Tactic

Reputation

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

4 0

Agility

4 0

Intelligence

3 0

Willpower

3 0

Fellowship

2 0

Skill Char

Athletics St ☐☐☐☐

Ballistic Skill Ag ☒☐☐☐

Coordination Ag ☐☐☐☐

Intimidate St ☐☐☐☐

Resilience To ☐☐☐☐

Ride Ag ☒☐☐☐

Skullduggery Ag ☐☐☐☐

Stealth Ag ☐☐☐☐

Weapon Skill St ☐☐☐☐

Charm Fel ☐☐☐☐

Discipline WP ☐☐☐☐

First Aid Int ☐☐☐☐

Folklore Int ☐☐☐☐

Guile Fel ☐☐☐☐

Intuition Int ☐☐☐☐

Leadership Fel ☐☐☐☐

Nature Lore Int ☐☐☐☐

Observation Int ☐☐☐☐

Fortune 3

COMMONER - ELDRED BACKER

REIKLANDER HUMAN COMMONER

Stance Meter:

Wound Threshold: 13

Career Abilities: Commoner

Advanced Skills: Animal Handling (Acquired)

Skill Specialisations: Farming (Nature Lore), Local Customs (Folklore)

Talent Cards: Jack of All Trades (Focus), Strong Willed (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Mighty Blow (Melee), Predator or Prey (Support)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts.
Militia Polearm (halberd) DR6/CR2, 2-handed, Enc5 (can use maneuver to change grip and use as spear) (75s) Polearm (halberd as spear) DR5/CR2, Fast

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks. Coins: 120s
Encumbrance limit: 15

Birthplace: Harts Klein village outside of Altdorf

Favorite saying: "It's polite to let others go first."

Characteristics

Basic Skills

Fatigue

Strength

3 0

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Toughness

4 0

Intimidate

St

Resilience

To

Ride

Ag

Agility

2 0

Skullduggery

Ag

Stealth

Ag

Weapon Skill

St

Intelligence

3 0

Charm

Fel

Discipline

WP

First Aid

Int

Willpower

4 0

Folklore

Int

Guile

Fel

Intuition

Int

Fellowship

3 0

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

DILETTANTE - HILDEBRAND SCHUMANN

REIKLANDER HUMAN DILETTANTE

Stance Meter:

Wound Threshold: 11

Career Abilities: Dilettante

Advanced Skills: Education (Acq)

Skill Specialisations: Gossip (Charm), Blather (Guile)

Talent Cards: Clever (Foc), Charismatic (Rep)

Basic Action Cards: Assess the Situation, Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Informal Carousing/Formal Diplomacy, Dramatic Flourish

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2

Weapons: Unarmed DR3/CR4
Slim sword (Hand Weapon) DR5/CR3, Enc3
Dagger DR4/CR3, Fast, Enc2 (10s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks, writing kit (ink, 2 quills, paper) (5s), 2 textbooks in favorite subjects (50s each), crafting kit (10s). Coins 75s.
Encumbrance Limit: 15

Birthplace: Stimmigen

His family is upper class and has links to the family of Graf Heinrich von Falkenhayn.

Characteristics

Basic Skills

Fatigue

Strength

3 0

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Toughness

2 0

Intimidate

St

Resilience

To

Ride

Ag

Agility

3 0

Skullduggery

Ag

Stealth

Ag

Weapon Skill

St

Intelligence

4 0

Charm

Fel

Discipline

WP

First Aid

Int

Willpower

3 0

Folklore

Int

Guile

Fel

Intuition

Int

Fellowship

4 0

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

DOCKHAND - BERTOLF KOHL

REIKLANDER HUMAN DOCKHAND

Characteristics

Basic Skills

Fatigue

Stress

Strength

4 0

Toughness

4 0

Agility

3 0

Intelligence

3 0

Willpower

3 0

Fellowship

2 0

Skill

Char

Athletics

St

■ ■ ■ ■

Ballistic Skill

Ag

■ ■ ■ ■

Coordination

Ag

■ ■ ■ ■

Intimidate

St

■ ■ ■ ■

Resilience

To

■ ■ ■ ■

Ride

Ag

■ ■ ■ ■

Skulduggery

Ag

■ ■ ■ ■

Stealth

Ag

■ ■ ■ ■

Weapon Skill

St

■ ■ ■ ■

Charm

Fel

■ ■ ■ ■

Discipline

WP

■ ■ ■ ■

First Aid

Int

■ ■ ■ ■

Folklore

Int

■ ■ ■ ■

Guile

Fel

■ ■ ■ ■

Intuition

Int

■ ■ ■ ■

Leadership

Fel

■ ■ ■ ■

Nature Lore

Int

■ ■ ■ ■

Observation

Int

■ ■ ■ ■

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Dockhand (add 5 to enc. limit)

Skill Specialisations: Knots & Ropework (Coordination)

Talent Cards: Resolute (Foc), Stiff Upper Lip (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Grapple, Disorienting Strike, Improved Parry

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc 3, (5s)

Buckler: Def1/Soak0, Enc2 (20s)

Weapons: Unarmed DR3/CR4

Spiked Club (Hand Weapon) DR5/CR3,Enc3

Lasso DR-/CR-, Close Range, Entangling, Enc2 (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks, Watch Cap in Gang Colours (1s), 10 yards of rope (2s), 5 wooden spikes, hook (5s). Coins: 165s.

Encumbrance Limit: 20

Birthplace: Altdorf

Most recent employment: Altdorf Docker gang at the Reiksport, Altdorf.

Reputation

Focus

ENVOY - ELDRIL ANDIL

FEMALE, HIGH ELF (ULTHUAN) ENVOY

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

3 0

Agility

4 0

Intelligence

4 0

Willpower

3 0

Fellowship

3 0

Skill

Char

Athletics

St

■ ■ ■ ■

Ballistic Skill

Ag

■ ■ ■ ■

Coordination

Ag

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Intimidate

St

■ ■ ■ ■

Resilience

To

■ ■ ■ ■

Ride

Ag

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Skulduggery

Ag

■ ■ ■ ■

Stealth

Ag

■ ■ ■ ■

Weapon Skill

St

■ ■ ■ ■

Charm

Fel

■ ■ ■ ■

Discipline

WP

■ ■ ■ ■

First Aid

Int

■ ■ ■ ■

Folklore

Int

■ ■ ■ ■

Guile

Fel

■ ■ ■ ■

Intuition

Int

■ ■ ■ ■

Leadership

Fel

■ ■ ■ ■

Nature Lore

Int

■ ■ ■ ■

Observation

Int

■ ■ ■ ■

Fortune 3

Stance Meter:



Wound Threshold: 11

Career Abilities: Envoy

Advanced Skills: Education (Acq, High Elf)

Skill Specialisations: Diplomacy (Charm), Eavesdropping (Observation)

Talent Cards: Gregarious (Rep), Confident (Rep), Bonus Focus Talent (High Elf, Irrelevant as no slot)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Inspiring Words (Support), Winning Smile (Support)

Special Race Ability: Night Vision: 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light. Disease resistance: Gain □□ to all disease (Resilience) checks. Corruption threshold: 10 + Toughness.

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Long Bow DR5/CR3, Long, Enc 4, 12 arrows (Enc 2)

Superior Quality Quarterstaff DR4/CR4, Defensive, 2-handed, Enc3 (1s)

Dagger DR4/CR3, Fast, Enc2 (10s)

Dagger (Thrown), DR4/CR4, close range

Other Equipment: Wealth (Affluent) an exceptional set of clothes; a sturdy bag or backpack with another set of clothes, a healing draught, a dagger, and a few knick-knacks such as candles and a tinderbox, Writ as representative of Elven Province or Noble. Coins: 4g, 94s

Encumbrance Limit: 15

Birthplace: Chrace Province, Ulthuan

Eldril has had a few recent failings and is a little uncertain in some odd circumstances.

Reputation

Reputation

FORGER - FREDRIC ADLER

REIKLANDER HUMAN FORGER

Stance Meter:

Wound Threshold: 12

Career Abilities: Forger (may slot reputation into focus slot)

Skill Specialisations: Minute Details (Observation)

Talent Cards: Keen Eyes, I know a Guy

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Perform a Stunt, Ranged Shot

Special Action Cards: Take Out, Find a Weakness, Improved Dodge (GM's option: starts with basic literacy)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Weapons: Unarmed DR3/CR4
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts
Dagger DR4/CR3, Fast, Thrown Enc2 (10s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks, Engravers Kit (1g), Writing Kit (5s), paper (1s). Coins: 84s. Encumbrance Limit: 10.

Birthplace: Ardlich village outside Bogenhafen

He has a semi-established network in Bogenhafen under his mentor, Merheim Golgolf.

Characteristics

Basic Skills

Fatigue

Strength

2 0

Skill
Athletics

Char
St

Ballistic Skill

Ag

Coordination

Ag

Toughness

3 0

Intimidate

St

Resilience

To

Ride

Ag

Agility

4 0

Skullduggery

Ag

Stealth

Ag

Weapon Skill

St

Intelligence

4 0

Charm

Fel

Discipline

WP

First Aid

Int

Willpower

3 0

Folklore

Int

Guile

Fel

Intuition

Int

Fellowship

3 0

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

GAMBLER - KLEBER VON GRUBER

REIKLANDER HUMAN GAMBLER

Stance Meter:

Wound Threshold: 11

Career Abilities: Gambler

Skill Specialisations: Palm Objects (Skullduggery), Gauge Opponent (Intuition)

Talent Cards: Deductive Reasoning (Foc)

Basic Action Cards: Assess the Situation, Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Nimble Strike (melee), Honeyed Words (support), Improved Dodge (support, defensive)

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2

Weapons: Unarmed DR3/CR4
Rapier DR5/CR3, Fencing, Enc4 (90s)
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4; 12 bolts, Enc 1.

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks, dice (1s), deck of cards (1s). Coins: 108s. Encumbrance Limit: 15

Birthplace: Weissbruk (Kleber is now a disgraced member of the Gruber family and is jumpy when around nobles who might know his past)

Characteristics

Basic Skills

Fatigue

Strength

3 0

Skill
Athletics

Char
St

Ballistic Skill

Ag

Coordination

Ag

Toughness

2 0

Intimidate

St

Resilience

To

Ride

Ag

Agility

4 0

Skullduggery

Ag

Stealth

Ag

Weapon Skill

St

Intelligence

3 0

Charm

Fel

Discipline

WP

First Aid

Int

Willpower

3 0

Folklore

Int

Guile

Fel

Intuition

Int

Fellowship

4 0

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

GRAVE ROBBER - JODOKUS RATHENAU

REIKLANDER HUMAN GRAVE ROBBER

Characteristics

Basic Skills

Fatigue

Stress

Strength

3

0

Toughness

4

0

Agility

4

0

Intelligence

2

0

Willpower

3

0

Fellowship

3

0

Skill

Char

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Intimidate

St

Resilience

To

Ride

Ag

Skulduggery

Ag

Stealth

Ag

Weapon Skill

St

Charm

Fel

Discipline

WP

First Aid

Int

Folklore

Int

Guile

Fel

Intuition

Int

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Grave Robber

Skill Specialisations: Appear Innocent (Guile) "What? Oh, THIS body? It's nothing really."

Talent Cards: Fearless (Rep), I've Seen Worse (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Cut & Run, Fake Out, Improved Dodge

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Dark Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Hammer (Hand Weapon) DR5/CR3, Enc3

Sling DR4/CR4, long: 12 bullets, Enc1 (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks, crowbar (5s), Lantern & oil (5s), 10 yards rope (2s), 2 large sacks, shovel (3s), poor quality wheel barrow (20s), average spirits in brass flask(10s). Coins: 149s
Encumbrance Limit: 15 (plus cart)

Birthplace: Kemperbad

Current activities: Altdorf

Reputation

Focus

HUNTER - ULLI HEIDEGGER

REIKLANDER HUMAN HUNTER

Characteristics

Basic Skills

Fatigue

Stress

Strength

3

0

Toughness

4

0

Agility

4

0

Intelligence

3

0

Willpower

3

0

Fellowship

2

0

Skill

Char

Athletics

St

Ballistic Skill

Ag

Coordination

Ag

Intimidate

St

Resilience

To

Ride

Ag

Skulduggery

Ag

Stealth

Ag

Weapon Skill

St

Charm

Fel

Discipline

WP

First Aid

Int

Folklore

Int

Guile

Fel

Intuition

Int

Leadership

Fel

Nature Lore

Int

Observation

Int

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Hunter

Skill Specialisations: Move Silently: Wilderness (Stealth), Tracking (Observation)

Talent Cards: Shadow Stalker (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Sniper Shot (Ranged), Rapid Fire (Ranged), Accurate Shot (Ranged)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Longbow DR5/CR3, Long, Pierce1, 2-handed, Enc4 (40s), 12 arrows (1s)

Axe (Hand Weapon) DR5/CR3, Enc3

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes (hunting), knick knacks, calling horn (5s), skinning tools, 2 animal traps (10s). Coins: 139
Encumbrance limit: 15

Birthplace: Herzhald village outside Bogenhafen

Distinguishing marks: Claw marks across his face (for which he avoids the topic of how he got them)

Tactic

Focus

INITIATE - KONRAD HERTZ

REIKLANDER HUMAN INITIATE

Stance Meter:



Wound Threshold: 12

Career Abilities: Initiate

Advanced Skills: Invocation (Fel, acq), Piety (WP, acq) (Per Errata: these start un-acquired),

Interpret Omens & Portents: Avg (2d) Intuition (Int) check (SoF p.33)

Skill Specialisations: Tend normal wounds (First Aid), Diplomacy (Charm)

* Also see skill options in Signs of Faith p.38+

Talent Cards: Faith: (Faith - modifies stance)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot. **Basic Blessings:** Curry Favour (blessing), Blessing of Health (bl), Minor Blessing (bl), and Minor Ward (bl)

Special Action Cards: (3) Rank 1 Blessings

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Initiate Robes: Defence 1, Soak 0, Enc2

Mail Shirt: Defence 1, Soak 2, Enc4 (50s)

Weapons: Unarmed DR3/CR4

Hammer (Hand Weapon) DR5/CR3, Enc3

Hammer (thrown) DR5/CR3, Close range

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes (Robes), knick knacks, holy symbol (10s, grants ☐ to Discipline checks while it is being held and concentrated upon; SoF37). Coins: 160s

Birthplace: Helmgart

Current tasks: Anything unsavory enough that the disciples don't want to touch.

Characteristics

Basic Skills

Fatigue

Strength

3 0

Skill

Char

Athletics

St

■■■

Ballistic Skill

Ag

■■■

Coordination

Ag

■■■

Toughness

3 0

Intimidate

St

■■■

Resilience

To

■■■

Ride

Ag

■■■

Agility

3 0

Skulduggery

Ag

■■■

Stealth

Ag

■■■

Weapon Skill

St

■■■

Intelligence

2 0

Charm

Fel

❌■■■

Discipline

WP

■■■

First Aid

Int

❌■■■

Willpower

4 0

Folklore

Int

■■■

Guile

Fel

■■■

Intuition

Int

■■■

Fellowship

4 0

Leadership

Fel

■■■

Nature Lore

Int

■■■

Observation

Int

■■■

Fortune 3

IRONBREAKER - GARIL GLOISURSON

AZGARAZ DWARF IRONBREAKER

Stance Meter:



Wound Threshold: 14

Career Abilities: Ironbreaker (Gromril Armour)

Skill Specialisations: Logistics (Leadership)

Talent Cards: Unshakable (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Shield Slam (Melee), Saga of Grugni (Support), Exploit Opening (Support)

Special Race Ability: Grudge: Gain ☐ to all Melee Attack and Ranged Attack actions against Greenskins, and against any target who has wounded you. Bonus lasts until the end of the encounter. Night Vision: 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light. Disease resistance: Gain ☐ to all disease (Resilience) checks. Corruption threshold: 10 + Toughness.

Armour: Gromril Armour: Def2/Soak5, Enc7 (Special: 1/day, Convert critical to fatigue equal to severity)

Round Shield: Def1/Soak1, Enc 4 (25s)

Weapons: Axe (Hand Weapon) DR5/CR3, Enc3

Gromril Gauntlets DR4/CR4

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, 10 yards of rope with grappling hook (2s), waterskin. Coins: 1g, 73s. Encumbrance Limit: 25

Homeland: Karak Azgaraz

Recent Activities: Grey Lady Pass outside Ubersreik

Characteristics

Basic Skills

Fatigue

Strength

4 0

Skill

Char

Athletics

St

■■■

Ballistic Skill

Ag

■■■

Coordination

Ag

■■■

Toughness

4 0

Intimidate

St

■■■

Resilience

To

■■■

Ride

Ag

■■■

Agility

3 0

Skulduggery

Ag

■■■

Stealth

Ag

■■■

Weapon Skill

St

❌■■■

Intelligence

3 0

Charm

Fel

■■■

Discipline

WP

❌■■■

First Aid

Int

■■■

Willpower

4 0

Folklore

Int

■■■

Guile

Fel

■■■

Intuition

Int

■■■

Fellowship

2 0

Leadership

Fel

❌■■■

Nature Lore

Int

■■■

Observation

Int

■■■

Fortune 3

MERCENARY - REINHARD ZEISS

REIKLANDER HUMAN MERCENARY



Wound Threshold: 12

Career Abilities: Mercenary

Skill Specialisations: Combat Deception (Guile)

Talent Cards: I've Seen Worse (Foc), Roll With It (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Sword & Board (melee), Covering Fire (Ranged), Improved Block (Support)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Chainmail Armour: Defence 0, Soak 3, Enc6 (1g)

Kite Shield Def1/Soak1, Enc4, (25s)

Weapons: Unarmed DR3/CR4

Broadsword (Hand Weapon) DR5/CR2, Enc4, Fast (25s)

Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks. Coins: 50s

Birthplace: Weissbruck, Reikland

Current unit: None

Most recent unit: Braganza's Besiegers (a Tilean unit under Captain Borgio)

Battlecry: "Invincibility At No Extra Charge!"

Tactic

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

4 0

Toughness

3 0

Agility

3 0

Intelligence

2 0

Willpower

4 0

Fellowship

3 0

Skill Char

Athletics St ☐☐☐☐

Ballistic Skill Ag ☒☐☐☐

Coordination Ag ☐☐☐☐

Intimidate St ☐☐☐☐

Resilience To ☐☐☐☐

Ride Ag ☐☐☐☐

Skulduggery Ag ☐☐☐☐

Stealth Ag ☐☐☐☐

Weapon Skill St ☒☐☐☐

Charm Fel ☐☐☐☐

Discipline WP ☐☐☐☐

First Aid Int ☐☐☐☐

Folklore Int ☐☐☐☐

Guile Fel ☒☐☐☐

Intuition Int ☐☐☐☐

Leadership Fel ☐☐☐☐

Nature Lore Int ☐☐☐☐

Observation Int ☐☐☐☐

Fortune 3

MESSENGER - EDGAR DIESEL

REIKLANDER HUMAN MESSENGER



Wound Threshold: 12

Career Abilities: Messenger

Skill Specialisations: Silent Move: Rural (Stealth)

Talent Cards: Silver Tongue (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Improved Dodge (Support), Cut & Run (Melee), Winning Smile (Support)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Buckler Def1/Soak0, Enc1 (20s)

Weapons: Unarmed DR3/CR4

Hand Axe (Hand Weapon) DR5/CR3, Enc3 (25s)

Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bullets, enc1

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks, map case & map of Reikland (10s), seal of employment. Coins: 145s
Encumbrance Limit: 15

Birthplace: Rottfurt Town

Most recent employment: While transporting an informant to the roadwardens at Far Rider's Keep near Wurtbad, Stirland, he had to dump his passenger...but not before the informant revealed his secrets.

Reputation

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

3 0

Agility

4 0

Intelligence

3 0

Willpower

2 0

Fellowship

4 0

Skill Char

Athletics St ☐☐☐☐

Ballistic Skill Ag ☐☐☐☐

Coordination Ag ☐☐☐☐

Intimidate St ☐☐☐☐

Resilience To ☐☐☐☐

Ride Ag ☒☐☐☐

Skulduggery Ag ☐☐☐☐

Stealth Ag ☒☐☐☐

Weapon Skill St ☐☐☐☐

Charm Fel ☒☐☐☐

Discipline WP ☐☐☐☐

First Aid Int ☐☐☐☐

Folklore Int ☒☐☐☐

Guile Fel ☐☐☐☐

Intuition Int ☐☐☐☐

Leadership Fel ☐☐☐☐

Nature Lore Int ☐☐☐☐

Observation Int ☐☐☐☐

Fortune 3

MINER - JORG HERTZ

REIKLANDER HUMAN MINER

Characteristics

Basic Skills

Fatigue

Strength

4 0

Toughness

4 0

Agility

3 0

Stress

Intelligence

3 0

Willpower

3 0

Fellowship

2 0

Skill Char

Athletics St

Ballistic Skill Ag

Coordination Ag

Intimidate St

Resilience To

Ride Ag

Skulduggery Ag

Stealth Ag

Weapon Skill St

Charm Fel

Discipline WP

First Aid Int

Folklore Int

Guile Fel

Intuition Int

Leadership Fel

Nature Lore Int

Observation Int

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Stance Meter:



Wound Threshold: 13

Career Abilities: Miner - Intuition, Nature Lore, and Resilience checks gain Δ when in mountainous territory or underground.

Skill Specialisations: Locate Minerals (nature lore), Spot unsafe stone/rock (Observation)

Talent Cards: Keen Eyes (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Shield slam (mel), Mighty blow (mel), Improved Block (support)

Special Race Ability: Favoured by Fate (1x/session, may add □ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather: Defence 0, Soak 2, Enc 3; Buckler: Defence 1, Soak 0; Enc 1

Weapons: Unarmed DR3/CR4

Pickaxe (hand weapon): DR 5/CR 3

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, shovel, knick nacks.

Coins: 2 gold coins

Encumbrance limit: 20

Birthplace: Ubersreik

Distinguishing marks: blunted nose from cave in to his face

Stance Meter:



Wound Threshold: 11

Career Abilities: May spend fortune points to add □ to the dice pool of any ally within close range.

Advanced Skills: Magical Sight (Int) or at the GM's option he may gain the divine equivalent, Interpret Omens & Portents: Avg (2d) Intuition (Int) check (SoF p.33)

Skill Specialisations: Superstitions (Folklore), Evaluation (Intuition)

* Special: Upon entering this career, choose Charm or Guile. The chosen skill becomes a career skill; the other skill remains a non-career skill.

Talent Cards: Instinctive (Foc), Devious (Foc)

Basic Action Cards: Assess the Situation, Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Scrutinize (Support), Trivial Knowledge (Support)

Special Race Ability: Favoured by Fate (1x/session, may add □ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Weapons: Unarmed DR3/CR4

Superior Quality Quarterstaff with Dual Moon Head DR4/CR4, Defensive, 2-handed, Enc3 (1s)

Dagger DR4/CR3, Fast, Enc2

Sling DR4/CR3, Long Range, Enc1, 12 Bullets Enc 1 (1s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, Tarot cards & rune-inscribed bones (50s); small, hazy crystal ball (1g). Coins: 48s.

Encumbrance Limit: 15

Birthplace: Hochloff (village outside Altdorf)

Xaviera's most common place of business is in the town of Bogenhafen. She firmly believes in her predictions.

MYSTIC - XAVIERA BARTH

FEMALE, REIKLANDER HUMAN MYSTIC

Characteristics

Basic Skills

Fatigue

Strength

3 0

Toughness

2 0

Agility

3 0

Stress

Intelligence

4 0

Willpower

3 0

Fellowship

4 0

Skill Char

Athletics St

Ballistic Skill Ag

Coordination Ag

Intimidate St

Resilience To

Ride Ag

Skulduggery Ag

Stealth Ag

Weapon Skill St

Charm Fel

Discipline WP

First Aid Int

Folklore Int

Guile Fel

Intuition Int

Leadership Fel

Nature Lore Int

Observation Int

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Fortune 3

NAVIGATOR - RUBEN HANDEL

REIKLANDER HUMAN NAVIGATOR

Characteristics

Basic Skills

Fatigue

Stress

Strength

2

0

Toughness

4

0

Agility

3

0

Intelligence

4

0

Willpower

3

0

Fellowship

3

0

Skill

Char

Athletics

St

■ ■ ■ ■

Ballistic Skill

Ag

■ ■ ■ ■

Coordination

Ag

■ ■ ■ ■

Intimidate

St

■ ■ ■ ■

Resilience

To

■ ■ ■ ■

Ride

Ag

■ ■ ■ ■

Skulduggery

Ag

■ ■ ■ ■

Stealth

Ag

■ ■ ■ ■

Weapon Skill

St

■ ■ ■ ■

Charm

Fel

■ ■ ■ ■

Discipline

WP

■ ■ ■ ■

First Aid

Int

■ ■ ■ ■

Folklore

Int

■ ■ ■ ■

Guile

Fel

■ ■ ■ ■

Intuition

Int

■ ■ ■ ■

Leadership

Fel

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Nature Lore

Int

■ ■ ■ ■

Observation

Int

■ ■ ■ ■

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Navigator

Skill Specialisations: Tracking (Observation)

Talent Cards: Skygazer (Foc), Instinctive (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Perform a Stunt, Ranged Shot

Special Action Cards: Find a Weakness, Scrutinise, Extreme Shot (GM's option: starts with basic literacy)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Quarterstaff-sling (melee) DR4/CR4, Defensive, 2-handed, Enc4

Quarterstaff-sling (ranged) (DR5/CR3, long range, 2-handed)

Other Equipment: Wealth: (Comfortable) Travelling clothes (oilskin), rucksack, extra clothes (seasonal), knick knacks, Navigators Trade Instruments (1g) Maps & Charts: Reikland, Empire, Kislev, Bretonnia, Waterways of the Empire (50s) Coins: 50s. Encumbrance Limit: 10

Birthplace: Grissenwald, Reikland (Boatbuilding town)

Favorite saying (in jest): "Is this thing upside down?"

Focus

Focus

PEDLAR - HILDEMAR JAGER

REIKLANDER HUMAN (HALF-STRIGANY) PEDLAR

Characteristics

Basic Skills

Fatigue

Stress

Strength

3

0

Toughness

4

0

Agility

3

0

Intelligence

3

0

Willpower

2

0

Fellowship

4

0

Skill

Char

Athletics

St

■ ■ ■ ■

Ballistic Skill

Ag

■ ■ ■ ■

Coordination

Ag

■ ■ ■ ■

Intimidate

St

■ ■ ■ ■

Resilience

To

■ ■ ■ ■

Ride

Ag

■ ■ ■ ■

Skulduggery

Ag

■ ■ ■ ■

Stealth

Ag

■ ■ ■ ■

Weapon Skill

St

■ ■ ■ ■

Charm

Fel

■ ■ ■ ■

Discipline

WP

■ ■ ■ ■

First Aid

Int

■ ■ ■ ■

Folklore

Int

■ ■ ■ ■

Guile

Fel

■ ■ ■ ■

Intuition

Int

■ ■ ■ ■

Leadership

Fel

■ ■ ■ ■

Nature Lore

Int

■ ■ ■ ■

Observation

Int

■ ■ ■ ■

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Pedlar

Skill Specialisations: Hagglng (Charm), Con Games (Guile)

Talent Cards: Silver Tongue (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Winning Smile (Support), I Thought We Were Friends (Support), Honeyed Words (Support)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Leather Armour: Defence 0, Soak 2 (5s)

Weapons: Unarmed DR3/CR4

Quarterstaff DR4/CR4, Defensive, 2-handed, Enc3 (Stout walking stick)

Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4

Other Equipment: Wealth: (Comfortable) Travelling clothes, large backpack, extra clothes, knick nacks, box, sign, tent (2s), portable lantern (2s). Goods for sale: pots, cutlery, pins, pegs, blankets, and lucky charms (1g) Coins: 86s

Encumbrance Limit: 15

Birthplace: Hugeldal Strigany Camp

Current sales region: Ubersreik

Reputation

Reputation

PERFORMER - GUNNAR JASPERS

REIKLANDER HUMAN PERFORMER

Stance Meter:

Wound Threshold: 12

Career Abilities: Performer

Characteristics

Basic Skills

Fatigue

Strength

3 0

Skill
Athletics

Char
St

■ ■ ■

Ballistic Skill

Ag

■ ■ ■

Coordination

Ag

✗ ■ ■

Toughness

3 0

Intimidate

St

■ ■ ■

Resilience

To

■ ■ ■

Agility

4 0

Skulduggery

Ag

■ ■ ■

Stealth

Ag

■ ■ ■

Weapon Skill

St

■ ■ ■

Intelligence

2 0

Charm

Fel

✗ ■ ■

Discipline

WP

✗ ■ ■

First Aid

Int

■ ■ ■

Willpower

3 0

Folklore

Int

■ ■ ■

Guile

Fel

■ ■ ■

Intuition

Int

■ ■ ■

Fellowship

4 0

Leadership

Fel

■ ■ ■

Nature Lore

Int

■ ■ ■

Observation

Int

■ ■ ■

Fortune 3

Skill Specialisations: * GM's option to make "Perform" a specialization of the Charm skill rather than Tradecraft, otherwise Acrobatics (Coordination)

Talent Cards: Great Sense of Humour (Rep), Jack of All Trades (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Acrobatic Strike (melee), Trick Shot (ranged), Informal Carousing (support)

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Actors poor-quality fake armor (leather armor painted silver): Def 0, Soak 2 (2.5s) (attacker adds □ to dice pool)

Weapons: Unarmed DR3/CR4

Hand Weapon DR5/CR3, Enc3 (swallowing sword)

(2) Throwing axes DR5/CR3, thrown, Enc3 (10s each)

Other Equipment: Wealth: (Poor) Performer's costume, cloth rucksack, make-up kit (2s), wooden juggling balls (1s), poor quality recorder-adds ■ to checks (1s)

Coins: 50s

Encumbrance Limit: 15

Birthplace: Skaag Hills

Current Venue: streets of Altdorf (and having a tough go at it)

Reputation

Focus

PIT FIGHTER - DIETMUND ZEISS

REIKLANDER HUMAN PIT FIGHTER

Stance Meter:

Wound Threshold: 13

Career Abilities: Pit Fighter

Characteristics

Basic Skills

Fatigue

Strength

4 0

Skill
Athletics

Char
St

✗ ■ ■

Ballistic Skill

Ag

■ ■ ■

Coordination

Ag

■ ■ ■

Toughness

4 0

Intimidate

St

✗ ■ ■

Resilience

To

■ ■ ■

Agility

3 0

Skulduggery

Ag

■ ■ ■

Stealth

Ag

■ ■ ■

Weapon Skill

St

✗ ■ ■

Intelligence

2 0

Charm

Fel

■ ■ ■

Discipline

WP

■ ■ ■

First Aid

Int

■ ■ ■

Willpower

3 0

Folklore

Int

■ ■ ■

Guile

Fel

■ ■ ■

Intuition

Int

■ ■ ■

Fellowship

3 0

Leadership

Fel

■ ■ ■

Nature Lore

Int

■ ■ ■

Observation

Int

■ ■ ■

Fortune 3

Skill Specialisations: Lifting-athletics (Str), Great Weapons-Weapon skill (Str)

Talent Cards: Fearless (Rep), Roll With It (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Thunderous Blow (Melee), Reckless Cleave (Melee)

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Scale Armour Def0/Soak4, Enc7 (3g)

Weapons: Unarmed DR3/CR4 == Gauntlets DR4/CR4

Great Arena Axe (Great Weapon)DR7/CR2, 2-Handed, Enc6

Javelin DR5/CR3, close range, thrown Enc1 (1s)

Dagger DR4/CR3 Fast, Enc2 (10s)

Other Equipment: Wealth: (Affluent) Exceptional clothes, sturdy satchel, good show clothes, one healing draught, knick knacks including candle and tinderbox. Coins: 5g Encumbrance Limit: 20

Homeland: Witgendorf, Reikland (before the castle's mysterious collapse in 2512)

Current arenas: Grissenwald, Grunburg, Helmgart

Tactic

Reputation

RATCATCHER - FELIX BACH

REIKLANDER HUMAN RATCATCHER

Characteristics

Basic Skills

Fatigue

Stress

Strength

3

0

Toughness

4

0

Agility

4

0

Intelligence

3

0

Willpower

2

0

Fellowship

3

0

Skill

Char

Athletics

St

■ ■ ■ ■

Ballistic Skill

Ag

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Coordination

Ag

■ ■ ■ ■

Intimidate

St

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Resilience

To

■ ■ ■ ■

Ride

Ag

■ ■ ■ ■

Skulduggery

Ag

■ ■ ■ ■

Stealth

Ag

■ ■ ■ ■

Weapon Skill

St

■ ■ ■ ■

Charm

Fel

■ ■ ■ ■

Discipline

WP

■ ■ ■ ■

First Aid

Int

■ ■ ■ ■

Folklore

Int

■ ■ ■ ■

Guile

Fel

■ ■ ■ ■

Intuition

Int

■ ■ ■ ■

Leadership

Fel

■ ■ ■ ■

Nature Lore

Int

■ ■ ■ ■

Observation

Int

■ ■ ■ ■

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Rat Catcher

Advanced Skills: Animal Handling

Skill Specialisations: Command (Animal Handling)

Talent Cards: Clever (Foc), Great Sense of Humor (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Ahh - Call Him Off! Fetch, Boy! Man's Best Friend

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Quarterstaff DR4/CR4, Defensive, 2-handed, Enc3

Sling DR4/CR3, long range, Enc 0; 10 bullets (1s).

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes (grubby), knick knacks, 4 animal traps (20s), rat-nooses, pole with several dead rats, Small But Vicious Dog (Pet), Coins: 1g,74s

Encumbrance Limit: 15

Birthplace and current activities: Lower Class are of Altdorf

Favorite saying: "If it's broken or tastes bad, rats probably been here."

Reputation

Focus

ROADWARDEN - HEINRICH FLEICHER

REIKLANDER HUMAN ROADWARDEN

Characteristics

Basic Skills

Fatigue

Stress

Strength

3

0

Toughness

4

0

Agility

3

0

Intelligence

4

0

Willpower

3

0

Fellowship

2

0

Skill

Char

Athletics

St

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Ballistic Skill

Ag

■ ■ ■ ■

Coordination

Ag

■ ■ ■ ■

Intimidate

St

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Resilience

To

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Ride

Ag

■ ■ ■ ■

Skulduggery

Ag

■ ■ ■ ■

Stealth

Ag

■ ■ ■ ■

Weapon Skill

St

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Charm

Fel

■ ■ ■ ■

Discipline

WP

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First Aid

Int

■ ■ ■ ■

Folklore

Int

■ ■ ■ ■

Guile

Fel

■ ■ ■ ■

Intuition

Int

■ ■ ■ ■

Leadership

Fel

■ ■ ■ ■

Nature Lore

Int

■ ■ ■ ■

Observation

Int

■ ■ ■ ■

Fortune 3

Stance Meter:



Wound Threshold: 13

Career Abilities: Roadwarden

Skill Specialisations: Detect Lies (Intuition)

Talent Cards: Combat Alertness (Tac), Strong Willed (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Execution Shot, Set-up Strike, Grapple

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Sword (Hand Weapon) DR5/CR3, Enc3 (25s)

Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts.

Other Equipment: Wealth: (Comfortable) Travelling clothes (uniform), rucksack, extra clothes (civilian), knick knacks, manacles (10s). Coins: 160s.

* Employer may provide with horse and saddle

Birthplace: Elhart

Current authority: Reikland roadways

Tactic

Reputation

SCOUT - BART BONHOEFFER

REIKLANDER HUMAN SCOUT

Stance Meter:



Wound Threshold: 12

Career Abilities: Scout

Skill Specialisations: Silent Movement: Wilderness (Stealth)

Talent Cards: Keen Eyes (Foc), Combat Alertness (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Cut & Run (Melee), Sniper Shot (Ranged), Covering Fire (Ranged)

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2 (5s)

Buckler: Def1/Soak0, Enc2 (20s)

Weapons: Unarmed DR3/CR4

Sword (Hand Weapon) DR5/CR3,Enc3

Longbow DR5/CR3,Long Range, Pierce1, 2-handed, special, Enc4 (40s), 12 arrows (1s)

Other Equipment: Wealth: (Comfortable) travelling clothes, rucksack, woodland clothes, knick knacks, 10 yds of rope (1s). Coins: 133s

Encumbrance Limit: 15

Birthplace: Barfsheim village outside Dunkelburg

Favorite Saying: "My father was one of the most famous Deathjack scouts in all of the Empire."

Characteristics

Basic Skills

Fatigue

Strength

3 0

Toughness

4 0

Agility

4 0

Intelligence

4 0

Willpower

3 0

Fellowship

2 0

Stress

Skill

Char

Athletics

St

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Ballistic Skill

Ag

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Coordination

Ag

■■■

Intimidate

St

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Resilience

To

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Ride

Ag

■■■

Skullduggery

Ag

■■■

Stealth

Ag

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Weapon Skill

St

■■■

Charm

Fel

■■■

Discipline

WP

■■■

First Aid

Int

■■■

Folklore

Int

■■■

Guile

Fel

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Intuition

Int

■■■

Leadership

Fel

■■■

Nature Lore

Int

■■■

Observation

Int

■ ■ ■

Fortune 3

SCRIBE - WALDWIN MELANCTHON

REIKLANDER HUMAN SCRIBE

Stance Meter:



Wound Threshold: 11

Career Abilities: Scribe

Advanced Skills: Education (acquired)

Skill Specialisations: Reikland Lore (Folklore)

Talent Cards: Clear Minded, I Seem to Recall, Skeptical

Basic Action Cards: Assess the Situation, Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Scrutinise, Trivial Knowledge

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Scribes Robes: Defence 1, Soak 0, Enc2, or

Durable Clothes: Defence 0, Soak 1, Enc1

Weapons: Unarmed DR3/CR4

Dagger DR4/CR3, Fast, Enc2

Dagger (thrown) DR4/CR4, Close Range

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, academic robes, knick knacks, writing kit (ink, 2 quills, paper)(5s), extra spectacles, leather folder with half-written book on archaic folklore (1g), candles, sealing wax (1s), matches. Coins: 94s

Encumbrance Limit: 15

Birthplace: Castle Reikguard (Fortress of the Grand Prince)

Waldwin is nearly blind without his spectacles.

Characteristics

Basic Skills

Fatigue

Strength

3 0

Toughness

2 0

Agility

3 0

Intelligence

4 0

Willpower

4 0

Fellowship

3 0

Stress

Skill

Char

Athletics

St

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Ballistic Skill

Ag

■■■

Coordination

Ag

■■■

Intimidate

St

■■■

Resilience

To

■■■

Ride

Ag

■■■

Skullduggery

Ag

■■■

Stealth

Ag

■■■

Weapon Skill

St

■■■

Charm

Fel

■■■

Discipline

WP

■■■

First Aid

Int

■■■

Folklore

Int

■ ■ ■

Guile

Fel

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Intuition

Int

■ ■ ■

Leadership

Fel

■■■

Nature Lore

Int

■■■

Observation

Int

■ ■ ■

Fortune 3

SERVANT - ELSINA BETHE

FEMALE, REIKLANDER HUMAN SERVANT

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

4 0

Agility

3 0

Intelligence

3 0

Willpower

4 0

Fellowship

3 0

Skill Char

Athletics St

Ballistic Skill Ag

Coordination Ag

Intimidate St

Resilience To

Ride Ag

Skulduggery Ag

Stealth Ag

Weapon Skill St

Charm Fel

Discipline WP

First Aid Int

Folklore Int

Guile Fel

Intuition Int

Leadership Fel

Nature Lore Int

Observation Int

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Fortune 3

Stance Meter:

Wound Threshold: 13

Career Abilities: Servant

Skill Specialisations: Recover Fatigue (Resilience)

Talent Cards: Skeptical (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Improved Dodge, Trivial Knowledge

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Weapons: Unarmed DR3/CR4

Dagger DR4/CR3, Fast, Enc2

Dagger (thrown) DR4/CR4, Close Range

Sling DR4/CR3, Long range, 12 bullets, Enc1 (1s)

Other Equipment: Wealth: (Poor) Durable traveling clothes, cloth rucksack, Superior serving clothes (grants 1 fortune)(6s), pewter tankard (1s), storm lantern & oil (2s). Coins: 40s

Encumbrance Limit: 15

Birthplace: Castle Grauenburg (Home of Graf von Saponatheim)

Favorite saying: "Anything's better than Castule Grauenburg and the company of the Graf."

Reputation

Focus

SMUGGLER - HARMAN STRESEMANN

REIKLANDER HUMAN SMUGGLER

Characteristics

Basic Skills

Fatigue

Stress

Strength

2 0

Toughness

4 0

Agility

3 0

Intelligence

3 0

Willpower

3 0

Fellowship

4 0

Skill Char

Athletics St

Ballistic Skill Ag

Coordination Ag

Intimidate St

Resilience To

Ride Ag

Skulduggery Ag

Stealth Ag

Weapon Skill St

Charm Fel

Discipline WP

First Aid Int

Folklore Int

Guile Fel

Intuition Int

Leadership Fel

Nature Lore Int

Observation Int

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Fortune 3

Stance Meter:

Wound Threshold: 13

Career Abilities: Smuggler

Skill Specialisations: Appear Innocent (Guile)

Talent Cards: Shady, Connected

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Perform a Stunt, Ranged Shot

Special Action Cards: Surprise Attack, Sudden Knife, Devious Manoeuvre

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4

Muffled but Spiked Wooden Club (Hand Weapon) DR5/CR3, Enc3

Dagger DR4/CR3, Enc2 (10s)

Dagger (thrown) DR4/CR4, Close Range

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick knacks.

Coins: 1g, 85s.

Encumbrance: Limit 10

Birthplace: Elhart

Current activities: Running Bretonnian wine from Bogenhafen to Altdorf.

Reputation

Reputation

SOLDIER - KARL HEISENBERG

REIKLANDER HUMAN SOLDIER

Stance Meter:



Wound Threshold: 13

Career Abilities: Soldier

Skill Specialisations: Polearms (Weapon Skill)

Talent Cards: Confident (Rep), Lead from the Front (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Coordinated Strike, Thunderous Blow, Exploit Opening

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1.

Mail shirt Def1/Soak2,Enc4 (50s)

Buckler Def1/Soak0;Enc2 (20s)

Weapons: Unarmed DR3/CR4

Spear DR5/CR2, Enc4, Fast (20s)

Spear (thrown) DR5/CR3, Close range

Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts.

Other Equipment: Wealth: (Comfortable) Travelling clothes (uniform: off white/scarlet with eagle symbol of Reikland), rucksack, extra clothes (clean uniform), knick knacks, bedroll & mess kit (2s).

Coins: 1g,8s.

Encumbrance limit: 15

Birthplace: Helmgart (guards Axe Bite Pass)

Current activities: Currently on leave from his unit stationed in Helmgart.

Characteristics

Basic Skills

Fatigue

Strength

3 0

Toughness

4 0

Agility

3 0

Intelligence

2 0

Willpower

4 0

Fellowship

3 0

Skill

Char

Athletics

St

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Ballistic Skill

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Coordination

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Intimidate

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Resilience

To

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Ride

Ag

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Skulduggery

Ag

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Stealth

Ag

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Weapon Skill

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Charm

Fel

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Discipline

WP

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First Aid

Int

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Folklore

Int

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Guile

Fel

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Intuition

Int

■■■

Leadership

Fel

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Nature Lore

Int

■■■

Observation

Int

■■■

Fortune 3

STUDENT - NAT KAFKA

REIKLANDER HUMAN STUDENT

Stance Meter:



Wound Threshold: 12

Career Abilities: Student

Advanced Skills: Education (acquired & trained)

Skill Specialisations: History (Education), Geography (Education)

Talent Cards: Well Read (foc)

Basic Action Cards: Assess the Situation, Block (To3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Conundrum, Formal Diplomacy/Informal Carousing, Trivial Knowledge

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check.

Adaptable: Career transition costs one less advance.

Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1

Weapons: Unarmed DR3/CR4

Dagger DR4/CR3, Fast, Enc2

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes (academic), knick knacks, writing kit (ink, 2 quills, paper) (5s), 2 textbooks in favorite subjects (50s each).

Coins: 95s

Encumbrance Limit: 10

Birthplace: Altdorf

Nat's current obsession is Engineering.

Characteristics

Basic Skills

Fatigue

Strength

2 0

Toughness

3 0

Agility

3 0

Intelligence

4 0

Willpower

3 0

Fellowship

4 0

Skill

Char

Athletics

St

■■■

Ballistic Skill

Ag

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Coordination

Ag

■■■

Intimidate

St

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Resilience

To

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Ride

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Skulduggery

Ag

■■■

Stealth

Ag

■■■

Weapon Skill

St

■■■

Charm

Fel

■■■

Discipline

WP

■■■

First Aid

Int

■■■

Folklore

Int

■■■

Guile

Fel

■■■

Intuition

Int

■■■

Leadership

Fel

■■■

Nature Lore

Int

❌■■■

Observation

Int

❌■■■

Fortune 3

SWORDMASTER - VALAHUIR HAL LOTHERN

HIGH ELF (ULTHUAN) SWORDMASTER



Wound Threshold: 11

Career Abilities: Swordmaster (Gain Greatsword of Hoeth)

Advanced Skills: Education (acquired, race bonus)

Skill Specialisations: Great Weapons (WS)

Talent Cards: Foresight (Foc, racial bonus)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Final Stroke of the Master, Path of the Summer Gale, Path of Falling Water, Path of Autumn Wind

Special Race Ability: Night Vision: 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light. Disease resistance: Gain □□ to all disease (Resilience) checks. Corruption threshold: 10 + Toughness.

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Chainmail Def0/Soak3, Enc6 (1g)

Weapons: Greatsword of Hoeth DR6/CR2, Enc7. 2-handed, Grants □ to swordmaster attacks, choose better of 2 critical wound cards (when applicable)
Dagger DR4/CR3, Enc2, Fast.

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks. : Coins 1g. Encumbrance Limit: 20

Birthplace: Eataine Province, Ulthuan

Current activities: He is currently the guest of a noble in Altdorf by the name of Lord Frederick. Lord Frederick has extensive connections throughout Altdorf (See Spires of Altdorf scenario).

Tactic

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

4 0

Toughness

3 0

Agility

4 0

Intelligence

4 0

Willpower

3 0

Fellowship

2 0

Skill Char

Athletics St ■ ■ ■

Ballistic Skill Ag ■ ■ ■

Coordination Ag ■ ■ ■

Intimidate St ■ ■ ■

Resilience To ■ ■ ■

Ride Ag ■ ■ ■

Skulduggery Ag ■ ■ ■

Stealth Ag ■ ■ ■

Weapon Skill St ■ ■ ■

Charm Fel ■ ■ ■

Discipline WP ■ ■ ■

First Aid Int ■ ■ ■

Folklore Int ■ ■ ■

Guile Fel ■ ■ ■

Intuition Int ■ ■ ■

Leadership Fel ■ ■ ■

Nature Lore Int ■ ■ ■

Observation Int ■ ■ ■

Fortune 3

THIEF - DIRK MARCUS

REIKLANDER HUMAN THIEF



Wound Threshold: 12

Career Abilities: Thief

Skill Specialisations: Pick Pockets (Skulduggery)

Talent Cards: Quick Wits (Foc), Ambitious (Rep)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Backstab, Improved Dodge, Fake Out

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Sling DR4/CR3, long range, Enc 0; 10 bullets, Enc1 (1s)
Dagger DR4/CR3, Fast, Enc2
Dagger (Thrown), DR4/CR4, close range

Other Equipment: Wealth: (Comfortable) Travelling clothes, high soft boots, rucksack, extra clothes (dark), knick knacks, small sacks, 10 yards of rope (2s), lockpicks (100s). Coins: 82s. Encumbrance Limit: 15

Birthplace: Altdorf

Current activities: in and around Altdorf's Temple district (mostly lower class Sigmarites)

Reputation

Focus

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

3 0

Agility

4 0

Intelligence

3 0

Willpower

2 0

Fellowship

4 0

Skill Char

Athletics St ■ ■ ■

Ballistic Skill Ag ■ ■ ■

Coordination Ag ■ ■ ■

Intimidate St ■ ■ ■

Resilience To ■ ■ ■

Ride Ag ■ ■ ■

Skulduggery Ag ■ ■ ■

Stealth Ag ■ ■ ■

Weapon Skill St ■ ■ ■

Charm Fel ■ ■ ■

Discipline WP ■ ■ ■

First Aid Int ■ ■ ■

Folklore Int ■ ■ ■

Guile Fel ■ ■ ■

Intuition Int ■ ■ ■

Leadership Fel ■ ■ ■

Nature Lore Int ■ ■ ■

Observation Int ■ ■ ■

Fortune 3

THUG - HADRED HANDELICH

REIKLANDER HUMAN THUG

Stance Meter:



Wound Threshold: 12

Career Abilities: Thug

Skill Specialisations: Violence (Intimidate)

Talent Cards: (0)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Grapple, Mighty Blow, Dirty Trick

Special Race Ability: Favoured by Fate (1x/session, may add ☐ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Chainmail: Def 0/Soak3, Enc, (cost 1g)

Weapons: Knuckle Dusters (Gauntlets) DR4/CR4/Unarmed
Club (Hand Weapon) DR5/CR3,Enc3 (25s)
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload; Enc4, 12 bolts (Enc2)

Other Equipment: Wealth: (Comfortable) Enforcer clothes (Travelling clothes), rucksack, extra clothes, knick knacks. Coins: 75s
Encumbrance Limit: 25

Birthplace: Hahnbrandt mining village outside of Auerswald
Most recent employment: The Deadfish Gang in Nuln, led by Herr Bollo; just prior he was working as a bodyguard for the House of Haessler.

Characteristics

Basic Skills

Fatigue

Strength

5 0

Skill Char
Athletics St ☒ ☐ ☐
Ballistic Skill Ag ☐ ☐ ☐
Coordination Ag ☐ ☐ ☐

Toughness

3 0

Intimidate St ☒ ☐ ☐
Resilience To ☐ ☐ ☐
Ride Ag ☐ ☐ ☐

Agility

3 0

Skulduggery Ag ☐ ☐ ☐
Stealth Ag ☐ ☐ ☐
Weapon Skill St ☒ ☐ ☐

Intelligence

2 0

Charm Fel ☐ ☐ ☐
Discipline WP ☐ ☐ ☐
First Aid Int ☐ ☐ ☐

Willpower

3 0

Folklore Int ☐ ☐ ☐
Guile Fel ☐ ☐ ☐
Intuition Int ☐ ☐ ☐

Fellowship

2 0

Leadership Fel ☐ ☐ ☐
Nature Lore Int ☐ ☐ ☐
Observation Int ☐ ☐ ☐

Fortune 3

TROLLSLAYER - SNORRI IRONBEARD

AZGARAZ DWARF TROLLSLAYER

Stance Meter:



Wound Threshold: 14

Career Abilities: Trollslayer

Skill Specialisations: Violence (intimidate), Recover Fatigue (Resilience)

Talent Cards: Charge (Tac), Roll With It (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Double strike (melee), Shrug it off (melee), Troll feller strike (melee)

Special Race Ability: Grudge: Gain ☐ to all Melee Attack and Ranged Attack actions against Greenskins, and against any target who has wounded you. Bonus lasts until the end of the encounter. Night Vision: 2 fewer ☒ added to dice pool for any effects from darkness or lack of sufficient light. Disease resistance: Gain ☐ to all disease (Resilience) checks. Corruption threshold: 10 + Toughness.

Armour: Pants Def0/Soak0, Enc 0.

Weapons: Unarmed DR3/CR4
Axe (Hand Weapon) DR5/CR3,Enc3
Axe (Hand Weapon) DR5/CR3,Enc3 (25s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, dented brass tankard, flask of fine spirits (2s), heirlooms (memories). Coins: 1g, 73sp
Encumbrance Limit: 25 (including +5 as Dwarf)

Homeland: Karak Azgaraz

Favorite saying: "I don't like to talk about it. I SAID, I DON'T LIKE TO TALK ABOUT IT!"

Characteristics

Basic Skills

Fatigue

Strength

4 0

Skill Char
Athletics St ☒ ☐ ☐
Ballistic Skill Ag ☒ ☐ ☐
Coordination Ag ☐ ☐ ☐

Toughness

4 0

Intimidate St ☒ ☐ ☐
Resilience To ☒ ☐ ☐
Ride Ag ☐ ☐ ☐

Agility

3 0

Skulduggery Ag ☐ ☐ ☐
Stealth Ag ☐ ☐ ☐
Weapon Skill St ☒ ☐ ☐

Intelligence

2 0

Charm Fel ☐ ☐ ☐
Discipline WP ☐ ☐ ☐
First Aid Int ☐ ☐ ☐

Willpower

4 0

Folklore Int ☐ ☐ ☐
Guile Fel ☐ ☐ ☐
Intuition Int ☐ ☐ ☐

Fellowship

3 0

Leadership Fel ☐ ☐ ☐
Nature Lore Int ☐ ☐ ☐
Observation Int ☐ ☐ ☐

Fortune 3

WARDANCER - ANGRAN RIEL LOREN

WOOD ELF (ATHEL LOREN) WARDANCER

Characteristics

Basic Skills

Fatigue

Stress

Strength

4 0

Toughness

3 0

Agility

4 0

Intelligence

2 0

Willpower

4 0

Fellowship

3 0

Skill	Char
Athletics	St
Ballistic Skill	Ag
Coordination	Ag
Intimidate	St
Resilience	To
Ride	Ag
Skulduggery	Ag
Stealth	Ag
Weapon Skill	St
Charm	Fel
Discipline	WP
First Aid	Int
Folklore	Int
Guile	Fel
Intuition	Int
Leadership	Fel
Nature Lore	Int
Observation	Int

Fortune 3



Stance Meter: Career Abilities: Wardancer

Wound Threshold: 11

Skill Specialisations: Hand Weapons (Weapon Skill)

Talent Cards: Roll With It (Tac)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Ritual Dance (Melee), Stooping Hawk Leap (Melee), Double Strike (Melee)

Special Race Ability: Forest Walk: May ignore terrain-based manoeuvre and up to ■■ to movement and actions performed while in woodland terrain. Nature Bond: Gain 1 □ to combat initiative, as well as to Observation and Stealth checks while you are in woodland terrain. Night Vision: 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light. Disease resistance: Gain □□ to all disease (Resilience) checks. Corruption threshold: 10 + Toughness.

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Strappings: Def0, Soak2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Sword (Hand Weapon) DR5/CR3, Enc3
Spear DR5/CR2, Enc4, Fast (20s)
Shortbow DR5/CE3, Enc3, 2-handed (20s), 12 arrows, enc2(2s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks. Coins: 1g, 53s.
Encumbrance Limit: 20

Homeland: Athel Loren Forest (Deep Forests of Durthu).

Trait: Angran is always hungry.

Tactic

Tactic

WATCHMAN - GRIMWOLD SCHULTZ

REIKLANDER HUMAN WATCHMAN

Characteristics

Basic Skills

Fatigue

Stress

Strength

3 0

Toughness

4 0

Agility

2 0

Intelligence

3 0

Willpower

3 0

Fellowship

4 0

Skill	Char
Athletics	St
Ballistic Skill	Ag
Coordination	Ag
Intimidate	St
Resilience	To
Ride	Ag
Skulduggery	Ag
Stealth	Ag
Weapon Skill	St
Charm	Fel
Discipline	WP
First Aid	Int
Folklore	Int
Guile	Fel
Intuition	Int
Leadership	Fel
Nature Lore	Int
Observation	Int

Fortune 3



Stance Meter: Career Abilities: Watchman

Wound Threshold: 13

Skill Specialisations: Tracking (Observation)

Talent Cards: Protective, Exceptional Training

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Big City Bravado (Def), Disorienting Strike (Melee), Beat Back (Melee)

Special Race Ability: Favoured by Fate (1x/session, may add □□ to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1 or,
Mail Shirt: Def1/Soak2/Enc4 (50s)

Weapons: Unarmed DR3/CR4
Watchman's Halberd DR6/CR2, 2-handed, Enc5 (can use maneuver to change grip and use as spear) (75s) Polearm (halberd as spear) DR5/CR2, Fast
Crossbow DR6/CR3, Rng Long, Qual: 2-hand, reload: Enc4, 12 bolts.

Other Equipment: Wealth: (Comfortable) Travelling clothes (Uniform), rucksack, civilian clothes, copper badge, knick knacks, glass-paned storm lantern (2sp) & flask of lamp oil, manacles (10s). Coins: 63s
Encumbrance Limit: 15

Reikland Birthplace: Schilderheim town

Current watch authority: Schilderheim Town and surrounding lands unhder Graf Robert von Uhland.

Tactic

Reputation

WAYWATCHER - LAURENORA IA

FEMALE, WOOD ELF (ATHEL LOREN ASRAI) WAYWATCHER

Stance Meter:

Wound Threshold: 12

Career Abilities: Waywatcher

Skill Specialisations: Track (nature lore), Move Silently: Wilderness (Stealth)

Talent Cards: (0)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Rapid Fire (Ranged), Arrowstorm (Ranged), Bullseye (Ranged)

Special Race Ability: Forest Walk: May ignore terrain-based manoeuvre and up to to movement and actions performed while in woodland terrain. Nature Bond: Gain 1 to combat initiative, as well as to Observation and Stealth checks in woodland terrain. Night Vision: 2 fewer added to dice pool for any effects from darkness or lack of sufficient light. Disease resistance: Gain to all disease (Resilience) checks. Corruption threshold: 10 + Toughness.

Armour: Durable Clothes: Defence 0, Soak 1, Enc1
Leather Armour: Defence 0, Soak 2, Enc3 (5s)

Weapons: Unarmed DR3/CR4
Handaxe (Hand Weapon) DR5/CR3, Enc3
Longbow DR5/CR, Enc4, Pierce, 2-handed, special (40s), 12 arrows, enc2(2s)

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, extra clothes, knick-knacks, Coins: 1g, 53s
Encumbrance Limit: 15

Homeland: Athel Loren Forest (River Grismerie, Tower of the Eternal Wood)

Favorite saying: "Shhhhhhhh."

Characteristics

Basic Skills

Fatigue

Strength

3 0

Skill Char
Athletics St

Ballistic Skill Ag

Coordination Ag

Toughness

4 0

Intimidate St

Resilience To

Ride Ag

Agility

4 0

Skulduggery Ag

Stealth Ag

Weapon Skill St

Intelligence

4 0

Charm Fel

Discipline WP

First Aid Int

Willpower

3 0

Folklore Int

Guile Fel

Intuition Int

Fellowship

2 0

Leadership Fel

Nature Lore Int

Observation Int

Fortune 3

ZEALOT - JOST FREUDEN

REIKLANDER HUMAN ZEALOT

Stance Meter:

Wound Threshold: 13

Career Abilities: Zealot

Advanced Skills: Piety

Skill Specialisations: Resist Fear (Discipline)

* At the GM's option he may Interpret Omens & Portents: Avg (2d) Intuition (Int) check (Signs of Faith p.33)

Talent Cards: Insanity (Ins), Determined (Foc)

Basic Action Cards: Assess the Situation, Block (To3), Dodge (Ag3), Guarded Position, Melee Strike, Parry (St3), Perform a Stunt, Ranged Shot

Special Action Cards: Disorienting Strike, Judgement of Vengeance, Berzerker Rage!

Special Race Ability: Favoured by Fate (1x/session, may add to any single check. Adaptable: Career transition costs one less advance. Corruption Threshold: 5 + Toughness (Resilience check)

Armour: Durable Clothes: Defence 0, Soak 1, Enc1 or,
Leather Armour: Defence 0, Soak 2 (cost 5sp)

Weapons: Unarmed DR3/CR4
Flail DR7/CR3, Slow, Viscous, 2-handed, Enc6 (90s)
Heavy Incense Burner (Hand Weapon) DR5/CR3, Enc3

Other Equipment: Wealth: (Comfortable) Travelling clothes, rucksack, preaching clothes, knick-knacks, angst-ridden prayer/atonement vows attached to clothes, flask of common spirits (2sp). Coins: 1g, 8s
Encumbrance Limit: 15

Reikland Birthplace: Blutroch village outside Altdorf (Prior to it being wiped out by Red Pox).

Most recent activities: Wandering the Reikland

Characteristics

Basic Skills

Fatigue

Strength

3 0

Skill Char
Athletics St

Ballistic Skill Ag

Coordination Ag

Toughness

4 0

Intimidate St

Resilience To

Ride Ag

Agility

2 0

Skulduggery Ag

Stealth Ag

Weapon Skill St

Intelligence

3 0

Charm Fel

Discipline WP

First Aid Int

Willpower

4 0

Folklore Int

Guile Fel

Intuition Int

Fellowship

3 0

Leadership Fel

Nature Lore Int

Observation Int

Fortune 3

